

**1st Annual Senators Spring Cup, presented by the OSAHL
May 24th – 26th, 2019**

TOURNAMENT RULES AND REGULATIONS

Playing Rules

1. Game Length – Games will be played following the usual OSAHL rules (2 run-time periods)
 - a. Game clock will start at 26:00 in the first period, which will include warm-up. Teams should be ready to start the first period at 23:00. The second period will start immediately following the first period, at 23:00, unless a penalty is being served, in which case the clock will be stopped until puck drop, and will start at 22:00.
 - b. If a game score is within one goal (1 goal lead, or tied) game will be stop time in the final two minutes of the 2nd period.
 - c. A delay of game penalty may be assessed at the discretion of the referees if one team is not ready to begin a period on time.
 - d. OVERTIME in playoff rounds only:
 - 1) 5 minutes of 3-on-3 sudden death
 - 2) Shootout including 3 shooters per team. If tied after 3 shooters, each team will get one more shot, until the shootout is decided.
2. Time-Outs: No time-outs are permitted.
3. Face-offs – The “fast” face-off system will be used, meaning that both teams must be lined up to play NO MORE than TEN (10) seconds after any whistle. After an initial warning, a minor penalty for delay of game may be assessed at the discretion of the referee.
4. Icing: No touch icing will be used. If the puck goes through the crease, it will still be considered icing. Please note that the defensive blue line will be used for icing purposes.
5. High-Sticking the Puck: If a player makes contact with the puck above the normal height of the shoulders, the whistle will be blown immediately and the face-off will take place in the offending team’s defensive end.
6. Red Line – there will be no red-line for two-line passes OR icing purposes.
7. Round Robin Standings: Standings will be based on points: two (2) points for a win, one (1) point for a tie, no points for a loss.
8. Forfeit Games: Will result in a 2-0 score
9. Tie-Breaker, Round Robin: If tied in points, standings (seedings) will be determined based on the following order:
 - a. The head to head result involving the teams tied (two way ties, or if one team has beaten all others they are tied with).
 - b. The team with the most wins in round robin play.
 - c. The highest total of goals for minus goals against. Note that a maximum spread factor of 7 goals will be used for each game (e.g. a 10-0 result will be posted as 7-0, while a score of 10-2, would be posted at 9-2).
 - d. The highest ratio of goals for divided by goals for plus goals against $[GF/(GF + GA)]$ – still using factored scores
Note: The ratio will be calculated up to the 5th decimal.
 - e. The team with the lowest number of penalty minutes accumulated in round robin play
 - f. The team with the lowest number of goals against
 - g. The team with the most goals for
 - h. Coin toss by the tournament coordinator or a designated representative.

Note: The above rules will apply in sequence with no reverting back to determine placement of teams. In the event that three or more teams are tied, there will be no reverting back to a previous tie-breaking step as each seed is determined. Should two of three teams still be tied after a tie breaker, those two teams will continue down the list of tie breakers, and the single team will either be eliminated (if they fell below the other two teams), or be

skipped above (if they stood above the other two teams). Furthermore, please note that the highest ratio tie breaker heavily favors fewer goals against as opposed to higher goals for.

10. Stick Measurements: Teams are NOT allowed to request the measurement of any stick during tournament games. If teams have a concern with an opposing player's stick, they must request the measurement prior to the game.
11. Major Penalties: Any player receiving a MAJOR penalty will automatically receive a game misconduct. Any player receiving a second major penalty in the tournament, will be suspended for the remainder of the tournament.
12. Game Misconduct Penalties: Any player receiving a game misconduct penalty in the last ten minutes of play will automatically be suspended for the next game, plus any additional games as determined by the tournament coordinator, pending a review of the incident with the on-ice officials.
13. Game Ejections: A suspension MAY be issued for game ejection, pending a review of the incident with the on-ice officials.
14. Gross Misconduct Penalties: Any player receiving a gross misconduct penalty at any time during a game, will automatically be suspended for the next meaningful game, and could be suspended for the remainder of the tournament at the discretion of the tournament coordinator.
15. Fighting & Match Penalties: Any player receiving a penalty for Fighting or a Match Penalty for intent to injure will **automatically** be suspended for the **remainder** of the tournament. This may also result in a **LIFETIME BAN** from the Tournament. An exception may be made at the discretion of the tournament committee for a fighting suspension given to a player where his opponent was issued an instigator penalty (could be reduced to a minimum of 1-game).
16. For playoff and championship games, the home team will be the team with the highest seeding after the round robin portion in the tournament.
17. ****Equipment** (VERY IMPORTANT!)**: All equipment worn by players must be CSA approved. Old style JOFA helmets (often called "Gretzky helmets") which are not CSA approved will not be allowed. While on the ice or on the bench, all players must wear a CSA approved helmet with the chin strap properly fastened under the chin.
18. Penalties:
 - a. Penalties assessed during running time will be 3 minutes for a Minor penalty, 7 minutes for a Major/Match penalty and 10 minutes for Misconduct penalties. **ii)**
 - b. Any player who is assessed three penalties in one game shall be ruled off the ice for the remainder of the game (Game Ejection Penalty). A double Minor penalty will be considered as two penalties. Misconduct penalties are included in the 3-penalty rule and are considered as one penalty. Game ejections penalties do not carry any time associated with them.
19. Body Contact: Boarding and Body Contact - A Minor or Major penalty, at the discretion of the Referee, based on the intent and the violence of the impact with the opposing player, shall be assessed to any player who intentionally bodies, pushes, shoves, stands in front of an opponent for the purpose of making contact and/or does not attempt to avert body contact with an opponent. When injury results from intentional body contact, a Major penalty shall be assessed. In the event that a player, by committing an infraction of the rules, causes an opponent to collide with the boards, the Minor penalty normally assessed under the rules will be waived, and a Double Minor penalty shall be assessed. The Major and/or Match penalty applicable to the rule will be assessed in a normal manner. Note 1: The Double Minor penalty assessed under this rule shall count as two (2) penalties in the application of the Three-Penalty Rule. Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed.
20. High Sticking: A Minor penalty shall be assessed to any player who checks an opponent or intimidates an opponent while carrying his stick above the normal height of the waist.
A player who accidentally or intentionally contacts an opponent above the normal height of the shoulders with a high stick shall be assessed a **double-minor** penalty, **whether or not injury results. (Note 1):** A player who is assessed a Major penalty for intentionally contacting an opponent with a high stick or where injury results shall also incur a Game Misconduct.

A Match penalty shall be assessed to any player who deliberately attempts to injure or deliberately injures an opponent with a high stick.
21. Suspensions: ALL RULINGS on suspensions are final. They must be respected and MAY not be appealed. Any team that plays an ineligible player will automatically forfeit the game.
22. Slap shots (for clarification): Are permitted at all divisions.
23. Playing under the influence: IS STRICTLY PROHIBITED! Referees may eject any player whom they believe to be playing under the influence of any substance, at any time without warning.

General and Administration Rules

1. **ZERO Tolerance: Taunting or berating of any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by spectators, players, or team officials.** The Sensplex reserves the right to eject any person whom it deems in its sole discretion to be acting in an improper manner and we accept no liability in connection with such ejections.
2. Photo ID must be available at all times throughout the tournament, and must be shown if ever requested by any tournament official. Failure to provide identification at any time may result in ejection from the tournament, as well as forfeiting of games.
3. Referee's and Tournament Officials Decisions: All referee's and tournament official's decisions are final and may not be appealed.
4. All teams should have matching uniforms with numbers on the back.
5. Players must participate in at least ONE (1) round robin game in order to be eligible for playoff game play, unless previous permission has been granted from the tournament committee.
6. Players may not be added to a team's roster after the first game. The roster on a team's first game sheet, becomes their official roster.
7. In the event of a "jersey colour" conflict, the VISITING TEAM should make the change in sweaters whenever possible.
8. Check In: One (1) team representative must check-in to the registration desk, no less than forty-five minutes (45 mins) before the teams first scheduled game. He or she will be required to fill out a tournament check-in form.
9. Before **each game**, the team rep must check-in to complete the game sheet for his/her team.
10. **Absolutely no alcohol is permitted to be brought into the dressing rooms, elsewhere in the facility, OR on the grounds. Failure to comply could result in confiscation of alcohol, ejection from the property, reporting to the proper authorities and ejection of the ENTIRE TEAM from the tournament, without compensation. No smoking is permitted anywhere in the facility. Violation of this rule may also result in tournament ejection.**
11. Teams should also read and understand the building rules and regulations that can be found on the Bell Sensplex website at www.sensplex.ca.
12. **The tournament committee reserves the right to change or alter these rules at any time without prior notice in order to act in the best interest of the tournament.**