

**Playing Rules**

1. Playing rules will be those recognized by HEO Minor (Hockey Eastern Ontario Minor), except as noted.
2. Neckguards & Mouthguards: Players are required to wear neckguards for all tournament games if their own district requires that they do in league play.
	1. Game Length: Periods and running times to be used:
3. **U9 Format**

U9 scrimmages will consist of two half ice scrimmages played between two teams. Timing will be as follows:

* Warmup – 2 Minutes
* Half 1 – 24 Minutes
* Half 2 – 24 Minutes

Penalties in U9 scrimmages will be assessed as follows:

* Minor penalties are noted by the official raising their arm to indicate a penalty will be called. At the end of the shift, the referee will notify the coach of the player, and the infraction.
* The offending player will sit off the next shift, but the team will play at even strength.
* If the offending team controls the puck after the infraction, the official will blow the whistle to ensure the non-offending team gets control of the puck.
* Should an infraction occur that would regularly result in a player being ejected from the game (GM, GRM, MP) the player will be removed from the remainder of the game.
* The HEO Minor Code of Discipline will apply to all players and bench staff.
1. Stick Measurements: Teams are NOT allowed to request the measurement of any stick during tournament games. If teams have a safety concern with an opposing player’s stick, they must bring it up to the referees, who will use their discretion.
2. Game Misconduct Penalties: Any player or team official receiving a game misconduct penalty will be penalized at a MINIMUM according to the HEO Minor code of discipline, but may be penalized further by the tournament committee or a higher governing body. This will involve at least a ONE-GAME suspension for all Game Misconducts. (it is recommended that all out of district teams consult their own code of disciplines to determine their suspensions if they are in excess of what is assessed by the tournament committee – failure to do so could result in further sanctions by home branches) HEO Minor code of discipline is available at www.heominor.ca .
3. A player of the game award may be awarded at the conclusion of each game. No player may win the player of the game more than once during the round-robin portion of the tournament.
4. For playoff and championship games, the home team will be the team with the highest seeding after the round robin portion of the tournament.

**General and Administration Rules**

1. **ZERO Tolerance: Taunting, berating or inappropriate behavior towards any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by parents, players, team officials or other spectators**. The Sensplex facilities reserve 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. Referee’s Decisions: All referee’s decisions are **FINAL and may not be appealed**. Per HEO Minor Rules, video may not be used by referees to help determine any decision.
3. Protests: All protests must be accompanied by a $200.00 deposit that will be returned only if your protest is successful. A protest will only be heard if it is brought to the attention of the Tournament Coordinator or their delegate within fifteen (15) minutes of completion of the game in question. Video may not be used during protests or appeals. A hearing and ruling will be completed prior to the team’s next scheduled game. All decisions made by the Tournament Committee are final and MUST be respected.
4. No “select” teams are permitted to compete in any HEO Minor sanctioned tournament. Eligible players must be registered members of the team, or affiliated players.
5. In the event of a suspended game by way of forfeiture or forfeit, the score shall be recorded as zero for the loser and three (3-0), or the greater margin of victory at the time of the forfeiture, for the winner.
	1. Should a team who previously forfeited a game during the tournament be in contention for a playoff spot, that spot will be automatically forfeited should it come down to a tiebreaker whereby the goal ratio becomes the deciding factor.
6. Teams must bring with them their official branch issued team roster or player cards, along with proof of age and identity for all players. Players are required to carry their proof of age and identity on them at all times.
7. Scheduled Game times are approximate. **TEAMS MUST BE PREPARED TO START THEIR GAMES NO LESS THAN 15 MINUTES BEFORE THEIR SCHEDULED START TIME. Teams not prepared to start at least 15 minutes ahead of their scheduled game time, may receive a delay of game penalty or forfeit their game at the discretion of the tournament committee.** It is strongly recommended that teams plan their arrival at the rink as if their game time is 15 minutes earlier than scheduled.
8. Check In: One (1) team representative must check-in to the registration desk, no less than one hour before the team’s first scheduled game. He or she will be required to fill out a tournament check-in form. The team representative will then be required to check-in to the tournament desk before each game.
9. **For all levels, handshakes will take place AFTER the game**.
10. Team officials are responsible for the conduct and supervision of all of their team’s participants at all times (including their own). No shooting, stickhandling, or passing of any objects is permitted anywhere in the facility other than the ice surfaces! Any pre-existing damage or severe mess in dressing room must be reported immediately when found.
11. Teams may be **ejected from tournament play** if they are found to be responsible for damage to tournament facilities (including host hotels) or unacceptable dressing room conditions.
12. No outside Food & Beverage is permitted inside the Sensplex facilities.
13. No alcoholic beverages or “tailgating” is permitted on Sensplex facilities property.
14. Teams should also read and understand the building rules and regulations that are located in the front lobby of the Sensplex facilities.
15. **Team Warm-Ups:** Note that due to concerns with the safety of their patrons, the Sensplex facilities do not permit ‘running’ in public areas of their facility.

The tournament coordinator reserves the right to change or alter these rules at any time without prior notice in order to act in the best interests of the tournament