**19th Annual Capital High School Hockey Tournament**
**Presented by the Holy Trinity High School**
**November 23-24, 2027**

# TOURNAMENT RULES AND REGULATIONS

## Playing Rules

1. Hockey Canada Rules will apply except as noted below. A code of discipline shall apply to all teams and will be used as the guideline for **minimum** suspension standards.
2. Neckguards & Mouthguards: Players are required to wear neckguards and mouthguards at all times during play if their own district requires that they do in league play.
3. Body Contact (for clarification only): Is permitted at the Boys Contact division. All other divisions will be NON-CONTACT
4. Game Length:
    a. Warm-Up:
        i) **ALL DIVS:** 2:30-minutes
    b. Periods:
        i) **All Games (round robin & playoff)**: Games will consist of **2 x 12, 1 X 15**

    c. In situations of extreme delay, a curfew clock may apply to regulation time at the discretion of the tournament coordinator or a designate should it be required to help keep the tournament within its allotted ice times.
    d. In the event of a slowly played game, the final period may be switched to running time at the discretion of the tournament coordinator or a designate. Also, the Tournament Committee MAY eliminate the running clock for any game as tournament games get ahead of schedule and time permits (note that the running clock may be re-implemented at any time should the pace of the game warrant such a move).
    e. In situations where games are running late, warm-ups may be shortened in an effort to get back on-time.
    f. If, at the beginning of the third period or at any time during the third period, a team is ahead by five or more goals, straight running time shall commence on the game clock. If the goal differential is seven goals at any time during the first or second period, running time shall also commence. If at any point the margin is reduced to two (2) goals or less, stop-time play shall resume. This rule is in effect for all games including round robin, playoffs, and championship games.
        i) Please note that when running time is in effect ALL PENALTIES will be amended to reflect such e.g. minor penalties will be 3mins, double minors will be 6mins, majors will be 7mins and misconducts will be 12mins.

5. Time-Outs: One (1) thirty (30) second time out will be permitted in round robin and playoff games.
6. 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.

7. 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 only 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 ratio of goals for divided by goals for plus goals against [GF/(GF + GA)] *(up to the 5th decimal).*
    d. The team with the lowest number of goals against.
    e. The team with the most goals for.
    f. The team with the lowest number of penalty minutes accumulated in round robin play.
    g. The team with the most shutout periods (periods with zero goals allowed).
    h. The team who scored the fastest goal in any of their preliminary round games.
    i. Coin toss by the tournament coordinator or a designated representative.

    *Note: 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.*

8. Tie-Breakers, Playoff Games: Overtime & Shootouts will only be played in playoff and championship games if regulation time produces a tie.
    a. Overtime: One sudden-death 5-Minute stop-time period with teams playing three (3) skaters plus a goaltender. Teams DO NOT change ends for this fourth period.
    b. Shootout: If still tied after overtime, a best of 3 shootout will commence. The coach of each team will provide the game officials with the list of these three players immediately following the final overtime period.
        i) Players will shoot one at a time with the HOME team choosing whether they shoot first or last.
        ii) If a player was penalized during overtime and there is still time remaining in their penalty at the end of overtime, that player is not eligible to participate in the shootout **AT ANY TIME**.
        iii) If still tied after the best of 3, a sudden-death will commence. Each shooter must not have participated in any prior round of the shootout (best of 3). Whichever team shot first in the previous round, will once again shoot first.
        iv) Repeat point iii) until no skater remains that has yet to participate. At this point, the shootout will continue in reverse order, starting with the player who has most recently shot. Teams will continuously work up and down their list of shooters until a winner has been declared.
9. 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.
10. Game ejections: Any player receiving three (3) minor penalties will receive a game ejection. For the purposes of this rule, a double-minor penalty will be considered as two penalties.
11. Game Misconduct Penalties: Any player receiving a game misconduct penalty will automatically be suspended for the next game, plus any additional games as determined by the tournament coordinator, one of his/her designated representatives, or a higher governing body.
12. Tournament suspensions will be reported to each team's appropriate high school hockey league convenor.

13. 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.
14. For playoff and championship games, the home team will be the team with the highest seeding after the round robin portion in the tournament.
15. Maximum roster size: Teams may dress a maximum of 18 skaters + 2 goaltenders for each game. There is no overall roster size limit, provided all players are full-time registered members of the school they are representing. Note that prizing is based off a maximum of 20 individuals on each team.

**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 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.
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 Manager or their delegate within fifteen (15) minutes of completion of the game in question. 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. A maximum of 5 players with junior hockey experience are permitted on each team.
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.
    a. 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. Eligible players must be registered students of the school for which they are playing.
7. Teams must provide a team roster upon the start of the tournament which will be used as their final roster with no additions being allowed.
8. 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 time, may receive a delay of game penalty or forfeit their game at the discretion of the tournament committee.**
9. Check In: One (1) team representative must check-in to the registration desk, no less than 45 minutes before the teams' 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.
10. Team officials are responsible for the conduct and supervision of all of their team's participants at all times. No shooting, stickhandling, or passing of any objects is permitted anywhere in the facility other than the ice surfaces! Damage to dressing rooms or tournament hotels MAY be grounds for ejection of the team from the tournament (based on degree of severity, and at the sole discretion of the tournament committee).
11. Teams should also read and understand the building rules and regulations that can be found on the Sensplex facilities website at **www.sensplex.ca**.
12. **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.
13. **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.**

**PLEASE NOTE THAT THIS TOURNAMENT IS AN OFFICIAL OFSSAA SANCTIONED EVENT**