



## **TORONTO AEROS YOUTH HOCKEY CLUB**

### **Toronto Aeros Youth Hockey Club Tournament Rules**

- ❖ Teams must book their stay with our sponsored [Hotels](#) .
- ❖ Teams must be prepared to play on all three tournament dates.
- ❖ Only Head Coaches and team Managers are permitted in the Tournament Office.

#### **Sanctioned by the GTHL, CAHA.**

1. Teams must register at least one (1) hour prior to first game.
2. Travel Permits and approved rosters must be provided prior to the start of the first game or the team will not be permitted to play.
3. **Eligible Players:**
  - a. Only players Minor Atom-Midget for the 2016-17 season may participate in the Tournament.
  - b. Affiliated players will be accepted providing they are registered on initial team list before first game.
  - c. Any team found with ineligible players participating in a game will forfeit the game. Games won by a forfeited team will be considered as a win for the opposing team, with a score set at 1-0.
  - d. All teams must carry proof of birth or local league registration cards for each player.

#### **4. GAMES:**

- a. The warm up will be posted at 3 minutes and will not stop until the first stoppage of play, this will allow all to begin on time and prevent any untimely delays.
- b. Ice will be flooded prior to the start of each game. Periods are as follows:  
Minor Atom to Peewee 12-12-12. Minor Bantam to Midget 12-12-15
- c. If there is a 5 goal or greater goals spread, at the start of the 3<sup>rd</sup> period, the clock will continue to run (including semi-final and final games). Should the spread become less than 3 goals, the clock will revert to stop time.
- d. Teams must be prepared to start games 15 minutes early.
- e. Point format, 2 points for win, 1 point for tie, 0 points for loss.

## **5. FIGHTING and MAJOR PENALTIES:**

All fighting penalties will result in ejection from the tournament; other penalties shall be reviewed by the Tournament Committee.

## **6. TEAM COLORS:**

All teams must carry with them two contrasting color sets of sweaters. It is the responsibility of the home Team to change color if Jerseys are similar to their opponents.

## **7. TIES-METHOD OF DECLARING STANDINGS AND WINNERS:**

Ties at the end of Round Robin Standings will be broken as follows:

- a. Winner of game between tied teams (head to head) Head to head is excluded as a tie breaker when more than 2 teams are tied, even if the tied teams have or have not played each other in the Round Robin.
  - b. Best Plus/Minus determined as follows GF divided by total of GF+GA. The higher the percentage the better.
  - c. Most wins
  - d. Best Plus/Minus determined as follows Goals For (GF) minus Goals Against (GA)
  - e. Fewest Goals Against
  - f. Most Goals For
  - g. Fewest Penalty Minutes
  - h. Coin toss by the Tournament Chairperson, or his delegate, in the presence of the Coaches of the tied teams.
8. A maximum of 6 goal differential will be counted as the final score and used as such in tie breakers (eg. If you win 8-1, a 7-1 score will be posted, 6 goal differential). We encourage coaches to be respectful to other teams by not running up the score.

## **9. TIES IN PLAYOFFS & CHAMPIONSHIP:**

There shall be one five minute running-time, sudden victory period with 3 skaters and a goalie. If still tied, Teams will enter a simultaneous shoot-out. Three players from each team will participate, with the team scoring the most goals declared the winner.

If still tied, teams will enter a sudden victory simultaneous shoot out with additional players added until the full roster is depleted, with no player participating twice. Players who have a penalty at the end of regulation time are not permitted to participate in the shootout until every player has had one turn during the shoot-out

10. One 30 second time-out per game per team in playoff and elimination and Final Rounds

11. The tournament will not be held responsible for injuries caused by any player or spectator. Please ensure that all your players are covered by insurance before participating in the tournament.

12. This tournament is sanctioned by the GTHL and all suspensions will be served under the GTHL guidelines.

13. The Tournament Committee reserves the right to rule on items not covered above. All decisions will be final.

**GENERAL INFORMATION:**

- ❖ Only registered players, team officials and tournament officials will be allowed in the dressing rooms.
- ❖ Dressing rooms must be vacated 20 minutes after each game and in a tidy fashion.
- ❖ Protests: **No protests** will be allowed. Tournament Committee will have the final decision.

For more information or any other inquiries please contact our tournament director.