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| **14th Ottawa Invitational** **Sledge Hockey Tournament** **April 13-15, 2018****Goulbourn Recreation Center**1500 Shea RdOttawa, Ontario K2S 0B2  |

 |  | **14e édition du Tournoi sur invitation** **de hockey sur luge d’Ottawa** **13-15 Avril, 2018** **Goulbourn Recreation Center**1500 Shea RdOttawa, Ontario K2S 0B2  |

 **TOURNAMENT RULES AND REGULATIONS**

 **General Rules:**

1. A proof of team/player insurance is required from each team before the tournament begins.

2. All rosters are limited to 15 skaters and 2 goalies (ON ICE) at any of the games. Team managers/coaches must pick up their tournament package and confirm their team rosters when registering at the tournament front desk before their first game. No National Players. No changes to the rosters.

3. Hockey Canada and Ontario Sledge Hockey Rules will be in force, tournament will be sanctioned by SHEO, member of Hockey Eastern Ontario, a Branch of Hockey Canada.

4. In the Junior Division, any intentional body check will be assessed as a minor penalty (or at the discretion of the referee a major and game misconduct). If injury results, a major plus game misconduct or match penalty would be assessed.

5. Any dispute arising from the interpretation of the tournament rules will be settled by the Tournament Committee. Any major penalty or greater will result in immediate suspension (OSHA Minimum suspension List 2013-2014 will be used). The tournament committee reserves the right to make decisions regarding the interpretation of the tournament rules. All decisions are final.

6. The Tournament Committee will consist of the SHEO Tournament Chairperson, two Deputy Chairpersons (one for the Junior and one for the Intermediate Divisions), and two representatives from visiting teams (one for a Junior Team and one from an Intermediate team, if available). **Visiting teams: Please advise if you want to participate in this Committee as a Junior or Intermediate Team representative before April 4, 2016.**

**Game Conditions:**

7. Coaches must ensure that the rosters on the game sheets are current and correct.

8. Each Junior game is allotted 1 hour (including flood), Intermediate games will be 1 hour and 15 minutes (including Flood). It is important that all teams are ready to play their games at least **15** minutes prior to each game as we will play in advance of the scheduled time when possible. All teams will be allowed one (1) 30 second time out per game semifinals and finals only.

9. Junior games will be three 10 minute stop time periods. Intermediate games will be 12, 12, 15 minute stop time periods.

10. Ice will be flooded prior to every game. Tournament organizers reserve the right to cancel floods if needed to get schedule back on track.

11. 5 minute warm up starts as soon as the Zamboni doors are closed. Game clock for junior’s 1st period will show 15 minutes and not stop after warm up.

12. Junior teams will defend the same goal each period. Intermediate teams will change ends to start each period.

**Important Facility Terms and Conditions:**

 a) Dressing rooms must be vacated within 25 minutes of the end of the game.

b) Alcoholic beverages are prohibited in the arena, dressing rooms and accessory premises.

c) No one will be allowed on the ice surface:

i. During operation of the ice surfacing machine;

ii. Until the ice resurfacing has been completed and the gates have been fully closed;

iii. At any other time when directed by the site staff; and

iv. For a purpose other than the one(s) stated on the City of Ottawa Receipt.

d) Walking on the ice surface with footwear to gain access to the player’s benches, penalty box and timekeeper’s station is not permitted.

e) Walking on the ice surface to respond to an emergency and provide trainer assistance, or skating on the ice to prepare the ice surface for the game, is permitted provided the designated person assigned by the coach is wearing a CSA approved helmet. Coaches are required to ensure CSA approved helmets are readily available...

f) Any other conditions outlined in the Ottawa Rental Contract.

**Pusher Rules:**

13. An athlete who could not otherwise move a sledge will be allowed to play with a pusher.

14. These players will be able to play in the neutral zone and attacking zone without any space (ice) limitations.

15. Pusher/players are not allowed to play within an area in their defensive zone bounded by the area with lines drawn from the defending goal posts to end face-off spots and out to intersect with the

blue line.

16. This allows the player to play within his/her defensive area but out of the slot area for safety

and to limit interference of play.

17. **MUST’s**: The pusher:

a) MUST wear ice hockey skates, (no figure skates), a CSA approved helmet properly fastened with a full face guard, shin pads, elbow pads, hockey gloves and a numbered matching team sweater or colours;

b) May choose to wear additional personal protective devices;

c) Will perform to the skill level of the player being pushed;

d) A maximum of two (2) pushers for each team on the ice, in play, at any one time unless the team has a variance from the Tournament Committee



18. **DON’Ts**: The pusher may not:

a) Intentionally stop or pass the puck with their skates;

b) Skate as fast as a puck carrier;

c) Skate faster than the average speed of the players on the ice of both teams;

d) Skate backwards with the player – only to turn;

e) Use a hockey stick to push;

f) Coach other players on the ice while pushing;

g) Dominate or intimidate other players

19. Pusher rule violations:

a) A Minor penalty for ineligible player will apply there are more than two (2) pushers on the ice for each team, unless the team has a variance.

b) If any other infraction to pusher rules are committed, a minor penalty will be assessed to the player and pusher and both will be required to sit in the penalty area.

c) Pushers failing to meet Personal protective device requirements will be subject to:

i. One (1) warning by the referee, the pusher will not be allowed to participate in the game until the issue is corrected;

ii. If a further violation occurs during the game a minor penalty for ineligible player will apply;

iii. For any further offence a minor penalty plus a Misconduct penalty for unsportsmanlike conduct will apply;

iv. This penalty will only apply to the pusher and will not affect the player in anyway; however the team would have to sit a player for the minor penalty.

**Games and Championship Format:**

20. Tracking points formula:

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| **Conditions per Period**  | **Per Period Points:**  |
| If your team wins the period  | 1.0 points  |
| If your team loses the period  | 0.0 points  |
| If the same number of goals are scored in a period  | 0.5 point each  |
| **Conditions per Game**  | **Per Game Points:**  |
| If your team wins the game  | 2.0 points  |
| If your team loses the game  | 0.0 points  |
| If the game ends in a tie  | 1.0 point each  |
| **Total Points per Games**  | **0 to 5 points**  |

21. **Tie-Breaking Formula**: If there are ties in the standings at the end of round robin play, the following procedures will be used:

a) If two (2) teams are tied in points and one has a win over the other, the team with the win will advance;

b) Team with the most wins

c) If two (2) teams are tied, or if three (3) teams are tied, the team (s) with the highest plus, after taking the total goals for, minus the total goals against, will advance;

d) If still tied, the team (s) with the lowest goals against will advance;

e) If still tied, the team (s) with the lowest penalty total will advance;

f) If still tied Tournament Officials will decide on the advancing team(s) through a coin toss.

**Play-off and Championship Games**

22. Game lengths will be the same as in Round-robin play.

23. If time permits, tied playoff games will be decided in sudden victory in 4 on 4 play, ***including*** goaltenders.

24. Overtime period will be 5 minutes stop time in length. The organizers reserve the right to break the tie with a shootout.

25. Penalties in Overtime: Coincidental minors will see those players replaced on the ice. Teams receiving a penalty in overtime will play one man short (i.e. 4 on 3, including goaltenders). If a team receives a 2nd penalty then that player is removed from the overtime for two minutes and opposing team will add one player (i.e. 5 on 3) until first whistle after the penalty has expired.

26. If tied after the Overtime, a shootout or a coin toss will be used to break the tie. The shootout will be conducted as follows:

a) Each team must have an equal number of shots on the net.

b) Three players will be designated for the shootout, which will be conducted with one player from each team taking a penalty shot from center ice at the same time.

c) The team with the most goals wins.

d) If there is a tie after the initial three shots have been taken, each team will send one shooter out to take a penalty shot, to be completed simultaneously.

e) This will continue until one team scores and the other does not.

f) Players may not be used a second time until all players (except goalies) have been used once.

g) Goalies can be exchanged at any time during the shoot-out.