

Tournament Rules



Based on the Ontario Firefighters Hockey Association (OFHA) Standardized Tournament Rules and Format.

1. All Players must be ACCREDITED emergency services personnel, active or retired. Proof of affiliation may be requested at any time.
2. All players must register by signing in on their team roster before they play their first game. Team rosters will be kept on hand by tournament officials.
3. A player must play in at least one (1) preliminary game to be eligible to play in any playoff or final game.
4. Players may play for only one (1) team in the regular divisions. The only exception are goalies and only with permission from the tournament committee.

Ottawa Fire players are permitted to also play for their stations in the Stations Division.

5. Abuse of any official, volunteer or arena staff will result in an automatic ejection from the game and a minimum 1 game suspension with the duration to be determined by the tournament organising committee.
6. Body checking is **NOT** permitted.
7. Teams may not go on the ice until the Zamboni has left the ice surface and the doors are closed.
8. The normal daytime clocks in each individual rink shall be considered as the official time for the start of each game as indicated on the master schedule.
9. Slap shots are allowed in all divisions.
10. Games shall consist of three (3) running time periods of 15/15/15 minutes, to include a three (3) minute warm-up as part of the first period.

Teams will change ends between periods.

11. The game clock may be stopped at the referee's discretion; i.e. injury, rink repair.
12. The last two minutes of the third period will be stopped time provided the score is within one (1) goal.
13. There is no two line, redline passing rule. The puck may be passed all the way to the far blue line from behind your goal line.
14. Icing shall be called from behind the defensive blue line.
15. Each team will be allowed one (1) timeout during **regulation time** only. Timeouts are **NOT** permitted in overtime.
16. If the score is tied after regulation, a five (5) minute running time, sudden death overtime period will be played using only three (3) skaters and a goalie on each team, (3 on 3).

In the event a penalty is called, the non-offending team will add a player and play will continue 4-on-3. Should the team on the power play receive a penalty, play will continue 3-on-3. When the first penalty expires, the player leaving the box can join the play and play will continue 3-on-4. When the second penalty is over that player may immediately join the play making it 4-on-4. At the next stoppage/whistle, play shall revert back to the original 3-on-3 format.

In round robin play, teams will not switch ends for overtime.

Players are **not permitted** to change during stoppages in OT. Changes must be made '**on the fly**'.

If the score is still tied after the OT, the game will end in a tie and each team will be awarded one (1) point in the standings.

7. Points awarded for the purposes of division standings shall be as follows:
 - 3 pts. for a win in regulation time, (RW)
 - 2 pts. for a win in overtime, (OTW)
 - 1 pt. for a loss in overtime or a tie, (OTL/T)
 - 0 pts. for any loss, (L)

8. Ties in the standings shall be decided using the follow criteria;

- 1) Head to head
- 2) Most regulation wins
- 3) Fewest goals against
- 4) Fewest penalty minutes
- 5) Plus/Minus
- 6) Most goals for

9. In all elimination games the overtime will consist of two (2), five (5) minute, running time periods. Teams will switch ends after the first OT period.

10. In all elimination games, games still tied at the end of the OT will be decided by a 3 player shootout. Players from each team will alternate one shooter at a time for three (3) rounds. The home team shall have choice of shooting first or second.

If still tied, the teams will switch order of shooting and continue one shooter at a time until a winner is determined.

Each round must have a different shooter. No player is permitted to shoot more than once in any shootout.

Any player in the penalty box at the end of the overtime period is not eligible for the initial three (3) shooter shootout.

11. In all FINALS the third period will be 15 minutes stopped time. Running time will commence in the third period whenever the score differential is three (3) goals or more.

12. Minor penalties shall be three (3) minutes in duration, major penalties eight (8). Penalties shall commence when play resumes with the drop of the puck.

13. Any player receiving three (3) penalties in one game will be ejected from that game but not the next. A double minor is two (2) penalties.

14. Fighting majors will result in ejection from the game. Further suspensions may be levied upon review by the tournament committee.

15. The minimum face protection required is a half visor. Full screens are recommended.
16. A player struck in the head by the puck, (ie, goalie) is not an automatic whistle. Stoppage in play is at the referee's discretion.
17. Should a player lose his helmet during play he must either immediately retrieve it and put it back on, (chinstrap properly secured), or immediately go to the bench for substitution. Any player not doing so will be assessed a minor penalty.
18. Shooting the puck over the glass in the defensive zone is not a penalty UNLESS it is the goalie.
19. A player may be in the goalie's crease when a goal is scored provided he does not interfere with the goalie's ability to stop the puck, as determined by the referee.
20. Pig pen rule in effect. Any player found to be playing while intoxicated will be given a game misconduct and removed from the game immediately, (for his own safety), and a minor penalty will be assessed to his team.
21. In all cases, the tournament committee will have final say on all matters relating to all aspects of the tournament including game play, standings, rules interpretation, etc.