

18th Annual Ottawa  
Sledge Hockey Tournament  
April 11-13, 2025  
CARDELREC Recreation Center  
1500 Shea Rd  
Ottawa, Ontario K2S 0B2



18e édition du Tournoi  
de hockey sur luge d'Ottawa  
11 – 13 Avril, 2016  
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## 2025 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 2024-2025 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 and two representatives from visiting teams. **Visiting teams: Please advise if you want to participate in this Committee as a team representative before April 1, 2025.**

### Game Conditions:

7. Coaches must ensure that the rosters on the game sheets are current and correct.
8. Each game is allotted 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.
9. All teams will be allowed one (1) 30 second time-out per semi-final and final games only.
10. Junior Division games will be three 15 minute running time periods. B Division, C Division and Open Division games will be 12 minute / 12 minute / 15 minute stop time periods.
11. Ice will be flooded prior to every game. Tournament organizers reserve the right to cancel floods if needed to get schedule back on track.

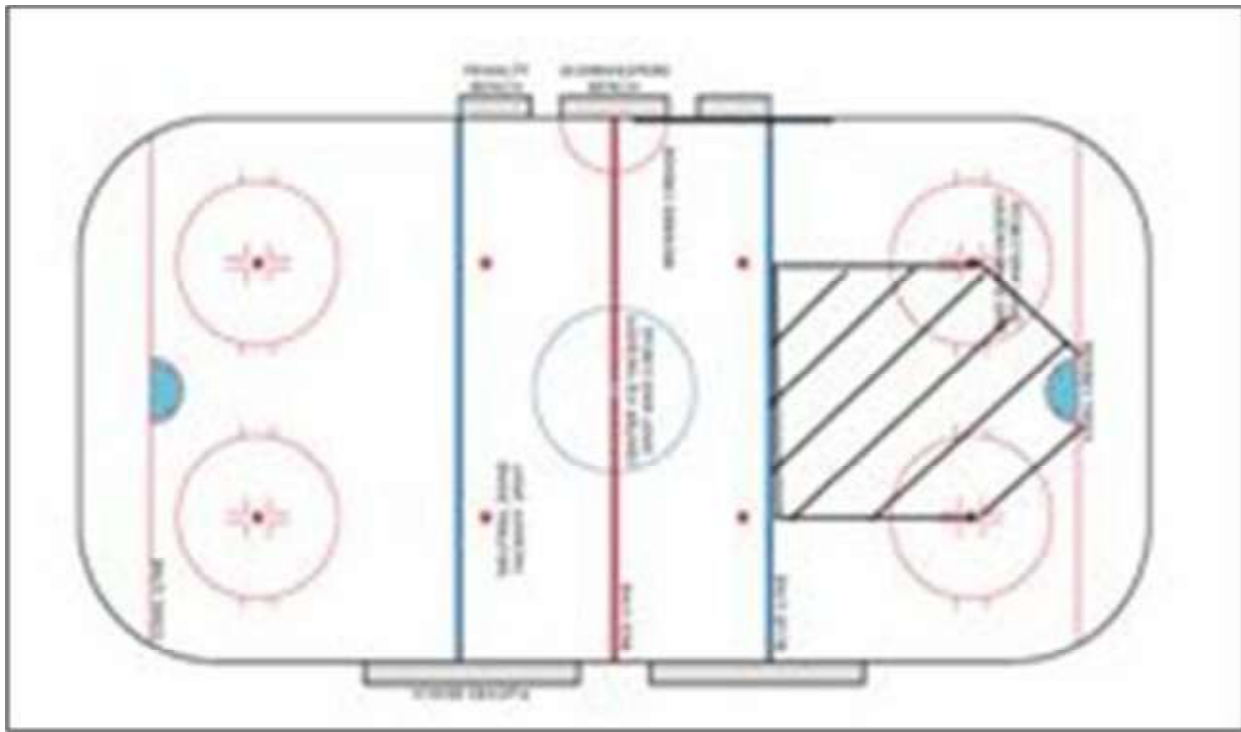
12. All games will include a five (5) minute warm up, as soon as the Zamboni doors are closed. Game clock for junior's 1<sup>st</sup> period will show 15 minutes and not stop after warm up.
13. Junior Division teams will defend the same goal each period. All other division teams will change ends to start 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:**

14. An athlete who could not otherwise move a sledge will be allowed to play with a pusher.
15. These players will be able to play in the neutral zone and attacking zone without any space (ice) limitations.
16. 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 (see diagram below).
17. This allows the player to play within his/her defensive area but not within the slot area for safety and to limit interference of play.
18. **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



**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 if 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 is 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:

<b>Conditions per Period</b>	<b>Per Period Points:</b>
If your team scores more goals in the period	1.0 points
If your team scores less goals in the period	0.0 points
If the same number of goals are scored in a period	0.5 point each
<b>Conditions per Period</b>	<b>Per Game Points:</b>
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
<b>Total Points per Games</b>	<b>0 to 5 points</b>

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 3 on 3 play, plus 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, plus goaltenders). If a team receives a 2<sup>nd</sup> 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.