

STATE FARM HOCKEY TOURNAMENT RULES & INFORMATION

1. O.W.H.A. AND .A.H.A. RULES SHALL APPLY EXCEPT WHERE LISTED BELOW.
2. TEAMS MUST BE REGISTERED WITH THEIR OFFICIAL GOVERNING BODY AND PRESENT THEIR OFFICIAL ROSTER AT REGISTRATION.
3. ALL TEAMS OUTSIDE CANADA MUST HAVE A TRAVEL PERMIT, CERTIFIED ROSTER AND MEDICAL INSURANCE.
4. TEAM REPRESENTATIVES MUST CHECK IN AT THE REGISTRATION DESK ONE (1) HOUR PRIOR TO THE TEAM'S FIRST GAME. TEAMS MUST BE AVAILABLE TO PLAY THIRTY (30) MINUTES PRIOR TO ALL OF THEIR SCHEDULED GAMES.
5. GAME LENGTHS:
 - (A) THERE WILL BE A TIMED THREE (3) MINUTE WARM-UP BEGINNING WHEN ICE SURFACE IS READY. NOVICE, ATOM, PEEWEE, BANTAM AND MIDGET GAMES WILL BE TWO (2) PERIODS OF TEN (10) MINUTES AND ONE (1) PERIOD OF TWELVE (12) MINUTES STOP TIME.
 - (B) DURING THE THIRD PERIOD, RUNNING TIME WILL COMMENCE WHEN THERE IS A DIFFERENTIAL OF FIVE (5) GOALS EXCEPT IN THE CHAMPIONSHIP GAME. STOP TIME WILL RESUME WHEN THE GOAL MARGIN IS REDUCED TO THREE (3). THE CLOCK MAY BE STOPPED AT THE REFEREE'S DISCRETION FOR INJURY OR FOR INTENTIONAL DELAY OF THE GAME.
6. CENTERLINE RULES APPLY FOR ICING THE PUCK ONLY.
7. TEAMS WILL SHAKE HANDS IMMEDIATELY FOLLOWING EACH GAME
8. ROUND ROBIN PLAY WILL DETERMINE GROUP PLACING. TWO (2) POINTS WILL BE AWARDED FOR A WIN, AND ONE (1) FOR A TIE. THERE WILL BE NO OVERTIME DURING THE ROUND ROBIN GAMES.
9. IN THE EVENT OF A TIE IN A GROUP PLACING AFTER COMPLETION OF THE ROUND ROBIN SERIES, THE FOLLOWING TIEBREAKERS WILL BE USED.
 - (A) RECORD AGAINST OTHER TIED TEAMS WHEN THEY PLAYED HEAD TO HEAD (NOT IN A 3-WAY TIE).
 - (B) TOTAL WINS.
 - (C) GOALS FOR MINUS GOALS AGAINST.
 - (D) FEWEST GOALS AGAINST.
 - (E) FEWEST PENALTY MINUTES IN ROUND ROBIN PLAY.
 - (F) FLIP OF A COIN.
10. INTENT TO INJURE AND FIGHTING PENALTIES WILL RESULT IN THE PLAYER BEING EXPELLED FROM THE GAME AND THE TOURNAMENT.
11. CHAMPIONSHIP AND SEMI-FINAL GAMES ARE PLAYED TO A WINNER. IN THE EVENT OF A TIE AT THE END OF REGULATION TIME, A SUDDEN VICTORY 5 MINUTE OVERTIME WILL COMMENCE. IF STILL TIED, A SHOOT OUT WILL OCCUR. EACH TEAM MUST DESIGNATE 3 SHOOTERS, (S1, S2, S3) ON THE GAME SHEET PRIOR TO THE START OF THE GAME. ANY PLAYER SERVING A PENALTY AT THE END OF THE OVERTIME WILL NOT BE ELIGIBLE TO PARTICIPATE IN THE SHOOT-OUT. ALL PLAYERS EXCEPT SHOOTERS AND GOALIE WILL REMAIN ON THE BENCH. SHOOTERS FROM BOTH TEAMS WILL SHOOT AT THE SAME TIME STARTING AT CENTRE ICE. ALL 3 DESIGNATED SHOOTERS FROM EACH TEAM WILL SHOOT. IF STILL TIED, EACH TEAM WILL DESIGNATE ONE (1) SHOOTER AT A TIME UNTIL THERE IS A WINNER. A PLAYER MAY NOT SHOOT A SECOND TIME UNTIL ALL PLAYERS ON THE GAME SHEET (EXCEPT GOALIES) HAVE SHOT.
THERE WILL BE NO ICE RESURFACING DURING THE OVERTIME PLAY. TEAMS WILL NOT SWITCH ENDS AFTER THE THIRD PERIOD.
12. SOME TEAMS WILL BE STARTING EARLY ON FRIDAY, SATURDAY AND SUNDAY. PLEASE RESPECT THESE START TIMES.
13. THE WINNING TEAM AND FINALIST IN EACH DIVISION WILL RECEIVE AWARDS.
14. ONE THIRTY (30) SECOND TIME OUT IS ALLOWED FOR CHAMPIONSHIP GAMES ONLY.
15. THE HOME TEAM WILL WEAR WHITE SWEATERS.
16. FLOODING OF THE ICE WILL OCCUR AT THE END OF EACH GAME AND MAY BE DEFERRED AT THE TOURNAMENT COMMITTEE'S DISCRETION.
17. ALL TEAMS ARE RESPONSIBLE FOR THE CONTENTS OF THEIR DRESSING ROOMS.
18. ALL PLAYERS AND OFFICIALS MUST SIGN THE GAME SHEET PRIOR TO EACH GAME.
19. THE TOURNAMENT OFFICIALS' DECISIONS ARE FINAL.