

MHL CHALLENGE TOURNAMENT RULES



Notice of all suspensions during the tournament, will be forwarded (with a full report of the circumstances) to the players' regular league officials. The tournament Rules/Discipline Committee may require players and team staff to appear at hearings into these matters. Teams with players serving League suspensions in the tournament must notify the tournament officials prior to teams' first game.

Teams must be registered with Hockey Canada or International affiliates (and/or their Provincial/State affiliates). Proof of registration must be submitted prior to gaining acceptance into tournament. Participating teams must have a sanction permit or letter or permission to participate in the tournament from their Hockey Canada or International affiliated branch.

1. ADMISSION

Admission for all players, team officials, parents and other spectators is included in the team registration fee.

2. REPORTING TO TOURNAMENT OFFICE

Tournament offices will be maintained at the Hershey Centre Arena (upstairs). A team official is required to register at the Tournament office one hour prior to their first game at the tournament office; for other games the team official is to report to the appropriate tournament office at least 45 minutes before the game to complete and sign the Game Sheet, determine home bench and resolve any sweater conflicts. (The Home team shall be responsible to wear alternate jerseys or cover-ups in the event of a conflict.) Any player absent for the first game must be marked as such and may be required to sign the team roster prior to playing their first game. No roster changes will be permitted 45 minutes prior to the first game, at which time the roster is final for the tournament.

3. PLAYER ELIGIBILITY

All players must have a valid player's card, certificate or be on an approved league roster, available for inspection by Tournament officials. Team managers will submit a team list of players eligible to play to Tournament officials and will have the necessary supporting documentation available for examination by Tournament officials at the time of initial registration.

4. COMPOSITION OF TEAMS

Each team may register nineteen (19) properly registered and affiliated players per game. (All affiliated players must be included prior to the tournament start. Additional affiliates will not be permitted following tournament registration).

5. PRE-GAME WARM UP

Three minutes will be added to the starting time of the first period. The referee will whistle to signal the end of the warm-up period. The teams are then required to take their positions at centre ice

6. GAME/PERIOD TIMES

All games will have three 10 minute stopped time periods. If, at any time during the third period there is a five goal or more spread, the game will revert to running time until the end of the game, In the event the spread is reduced to 3 goals, stop time will be reinstated. The Tournament Committee may also decide to revert a game to running time at any other time.

7. PROTESTS

Any protest or grievance resulting from any game in the round-robin series must be presented to the Tournament Committee Chairman, in writing, within one (1) hour of the conclusion of the game in question, accompanied by a \$75.00 deposit. If the protest is upheld, the deposit will be refunded. There will be no protest on the outcome of Semi Final or Final Championship Games.

8. DISCIPLINE

Penalty times will be assessed as follows. Minor Penalty: Two (2) Minutes; Major Penalty: Five (5) Minutes; Misconduct Penalty: Ten (10) Minutes. A player or team official ordered to the dressing room for the balance of a game shall be subject to any disciplinary action deemed necessary by the Tournament Discipline Committee. A game misconduct or match penalty to a player or team official will be subject to GTHL/Hockey Canada rules and to a review by the Tournament Disciplinary Committee. Any player incurring a second major penalty for fighting will be ejected from the tournament.

Participants who incur a GM20 (Disputing Call of Official) or GM21 (Disputing Call with Official/Verbal Abuse of a Game Official) the 3rd period of any game will be assessed an additional game suspensions as per the chart below:

SANCTION	SUSPENSION DURING 1 st or 2 nd PERIOD	SUSPENSION DURING 3 rd PERIOD
GM20	1 game	2 games
GM21	3 games	4 games

*All other Ontario Hockey Federation Minimum Suspensions will be used.

9. STARTING TIME

Teams may be required to start ten (10) minutes prior to the scheduled game time. There will be no exceptions to this rule. Teams failing to be ready to start will face a two-minute delay of the game penalty.

10. POINTS

Two points are awarded for a win, one for a tie and zero for a loss. A default will be recorded as a 1-0 score for the team present at the appointed start time.

11. PLAYERS IN UNIFORM

Each team is permitted to dress 17 players and 2 goalies. No one is allowed on the bench area except players, in uniform, and registered/certified team officials.

12. TIME-OUTS

Time-outs are not permitted in the Round Robin or in any Quarter Final games. One 30-second Time out per team will be allowed in Semi Final and Final games.

13. TIES IN ROUND-ROBIN STANDINGS

In the event of a tie at the end of the Round-Robin series, for any position, the following procedure will be used to break the tie:

- (a) Team with the best record against each other.
- (b) Team with the most wins.
- (c) Team with the least losses.
- (d) Team with the least goals against.
- (e) Team with the least Penalty Minutes.
- (f) Team with earliest goal scored in their Round Robin games.
- (h) MHL DESIGNATE will flip a coin.

The above tie breaking formula will take into account all round robin games played according to standings.

If three (3) or more teams are tied, the point record established in the games among the tied teams only will be used as the first tie-breaking formula. (That is, they have to have all played each other.) If still tied, procedures (b) through (h), above, will be applied.

14. TIES IN SEMI-FINALS AND CHAMPIONSHIP GAMES

There will be no overtime in the Round Robin series. All Quarter-Final, Semi-Final and Final games will play overtime as outlined below.

- a). Teams will NOT change ends between the 3rd period and the first overtime period, but will change ends for each subsequent overtime period (as required).
- b). A ten (10) minute sudden victory overtime period will be played. The format will be 5 skaters on 5.

c). If still tied, another 5 minute sudden victory overtime period will be played, 4 on 4.

d). If still tied, another 5 minute sudden victory overtime period will be played, 3 on 3.

e). If a winner is still not determined, there will be a three player shoot-out (one player from each team shooting at the same time). The first 3 shooters per team will be selected by the applicable Head Coaches once the shoot-out becomes necessary. Shooters will be marked "1", "2", "3" on the Game Sheet and will shoot in that order. Players who were serving penalties at the end of OT WILL be allowed to participate in the shoot-out. However, players previously ejected from the game will not be allowed to return.

f). If a winner is still not determined, a sudden victory shoot-out will occur, one player from each team at a time, until a winner is determined. No player may shoot a second time until all skaters have taken a turn.

15. DRESSING ROOMS

Teams are to check their dressing room when entering and report any damage to the Tournament Committee. Teams must vacate the dressing room 20 minutes after the end of their game. Teams are advised to get a Tournament Official to inspect the room prior to leaving since teams will be responsible for any damage to their dressing room.

16. BODY CHECKING

There will not be Body checking permitted in any of the divisions at the MHL Challenge Tournament.

17. GAME OFFICIALS

All referees and linemen officiating in the tournament will be qualified and registered by the Hockey Canada. Minor officials will be assigned by the tournament.

18. OFF-ICE WARM-UPS

Off-ice warm-ups are not permitted. Running through hallways, in the stands, etc... is not permitted. Use of weighted balls, tennis balls, golf balls, etc... in hallways, lobbies, outside of dressing rooms, etc... is prohibited.

19. GOALTENDERS

During a game, if a goaltender is struck in the mask/helmet with the puck, the play shall be blown dead and the goaltender's physical status reviewed. Play will resume with a face-off in the defending end zone. If a goal results from the puck hitting the goaltender's mask/helmet and the proceeding directly into the net, the goal shall be counted.

19. GENERAL

Other than those rules specified above all MHL/GTHL/Hockey Canada rules and regulations apply. All decisions on rules, protests and conduct are made by the tournament committee and are final.