

## **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 the 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 sign in tables will be maintained at the various arenas. A team official is required to register at the Tournament sign in table 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 30 minutes before the game to complete and sign the Game Sheet, determine home bench, and resolve any sweater conflicts. The Home team shall wear alternate jerseys or cover-ups in case of 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 30 minutes before the first game, when the roster is final for the tournament.

### **3. PLAYER ELIGIBILITY**

All players must have a valid HCR (Hockey Canada Registry) registration, and 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 stop 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**

There will be no protests permitted during the tournament

#### **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 a game's balance 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.

#### **9. STARTING TIME**

Teams may need 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 least goals against.

(b) Team with the best goals average.

*The goal average of a team is determined as follows: Divide the total number of goals for and against into the total goals for. The team with the highest percentage takes the highest position. Example: Goals for 10; goals against 4;  $10 \text{ divided by } 4 = 71.4\%$  NOTE: ALL Round Robin games are included.*

(c) Team with the least Penalty Minutes.

(d) MHL (Mississauga Hockey League) DESIGNATE will flip a coin.

The above tie breaking formula will consider all round robin games played according to standings.

## **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 periods as outlined below.

a). Teams will NOT change ends between the 3<sup>rd</sup> period and the first overtime period but will change ends for each subsequent overtime period (as required).

b). A 5-minute sudden victory overtime period will be played 4 skaters on 4.

c). If still tied, another 5-minute sudden victory overtime period will be played, 3 on 3 and subsequent periods of 3 on 3 until a winner is declared.

## **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.

## **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 then proceeding directly into the net, the goal shall be counted.

## **20. 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.