

International Silver Stick Vaughan Regionals

Rules & Regulations



- **ONLY APPROVED PLAYERS AND TEAM OFFICIALS ON APPROVED HOCKEY CANADA ROSTERS WILL BE PERMITTED TO PARTICIPATE.**
- **ONLY TEAMS WITH APPROVED GTHL, MHA, ALLIANCE, & OMHA PERMISSION FORMS/TRAVEL PERMIT WILL BE PERMITTED TO PARTICIPATE**

Travel Permit/Roster from your OHF branch **MUST** be forwarded to the tournament office no later than 5 days prior to the start of the tournament. Team Managers are asked to report to the Tournament Office (located in each arena) approximately one hour prior to their team's first scheduled game.

Teams are required to bring their own lock for the dressing room.

1. Hockey Canada/GTHL Sanctioned Tournament. GTHL rules apply and will govern any inquiries.
2. Referee decisions are final. No protest will be heard on a referee decision.
3. All players must wear neck guards. **ALL PLAYERS MUST LEAVE THEIR HELMETS ON UNTIL THEY LEAVE THE ICE.**
4. **IMPORTANT** - Teams must be ready to go on ice at least 15 minutes before the scheduled start time.
5. The 3 (three) minute warm-up will begin as soon as the referee gets on the ice. If one team is not lined up and ready to go, the officials will have the discretion to issue a 2-minute bench minor for delay of game.
6. **Any Team Official who crosses the ice surface before or after a game will be assessed a miscellaneous bench minor to be served in that game or the next game the team plays.**
7. Only arena personnel, referees, convenors, and timekeepers will be permitted behind the timekeeper bench.
8. If there is a goal differential of 5-goals or more at any time in the third period of ANY game, the clock will run straight time for the duration of the contest. If the difference is reduced to 3 goals, stop time will resume. If the differential is increased to 5-goals again, the clock will run straight time again.
9. Points are awarded as follows: 2 points for a win, 1 point for a tie, 0 points for a loss.
10. There will be one (1) 30-second timeout per team in all Tournament Games.
11. **Any GM Fighting/GRM or match penalties assessed during a game will result in the player being ejected from that game AND the remainder of the tournament.**
12. Any applicable GTHL Minimum Suspension will be served in the Tournament immediately.
13. Game sheets must be filled out at the Tournament Office and may not be removed. Upon conclusion of the game, teams may pick up their copy of the game sheet in the Tournament Office.
14. Affiliated players must have played in at least one (1) round robin/qualifying round game to qualify to play in the Semi Finals & Championship Games.
15. If your team is using Affiliated Players (AP's) from another team within your organization, you must also have in your possession a copy of that player's team's APPROVED roster or APPROVED copy of your team's AFFILIATED PLAYERS LIST (if OMHA). There are no exceptions. All AP players participating in the tournament must be presented to the Tournament Office for sign-in prior to playing.

Division	Game Times
U10, U11, U12, U13	12-12-15 minutes
U14, U15, U16, U18	12-15-15 minutes

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Advancement Criteria

8 TEAM DIVISIONS: U10, U12, U14, U15, U16, U18

- Teams will be grouped into Divisions A & B.
- Teams grouped in Divisions A will play all 4 teams grouped in Division B.
- Teams grouped in Division B will play all 4 teams grouped in Divisions A.
- At the conclusion of the qualifying round, all teams will be seeded 1 through 8. Based on their group play record.
- Top 4 teams overall will advance to the Semi Finals as follows:
 - 1st seed (home) playing 4th seed (visitor)
 - 2nd seed (home) playing 3rd seed (visitor).
- The winners of the Semi Finals will proceed to the Championship game.
- Qualifying round seeding will be used for placement for the entire tournament.

If 2 teams are tied in points after the qualifying round the following tie breakers will apply

1. Team with most Wins gains the higher position.
2. Best GFA percentage of all games played within the Round Robin or Qualifying Round.
3. Lowest total penalty minutes incurred in Tournament within the Round Robin or Qualifying Round
4. Coin Toss

If 3 or more teams are tied after qualifying round the following tie breakers will apply

1. The team with most Wins gains the higher position.
2. Best GFA percentage of all games played within the Round Robin or Qualifying Round.
3. Lowest total penalty minutes incurred in Tournament within the Round Robin or Qualifying Round
4. Coin Toss.

5 TEAM DIVISIONS: U11, U13

- Teams will play a full round robin.
- At the conclusion of the qualifying round, teams will be seeded 1 through 5.
- Top 4 teams in qualifying round will advance to Semi Finals as follows:
 - 1st place (home) playing 4th place (visitor)
 - 2nd place (home) playing 3rd place (visitor).
- The winners of the Semi Finals will proceed to the Championship game.
- Qualifying round seeding will be used for placement for the entire tournament.

If 2 teams are tied in points after the qualifying round, the following tie breakers will apply.

1. Head-to-Head record between tied teams.
2. Team with most Wins gains higher position.
3. Best GFA percentage of all games played within the Round Robin or Qualifying Round.
4. Lowest total penalty minutes incurred in Tournament within the Round Robin or Qualifying Round
5. Team that scored first goal in game between two tied teams
6. Coin Toss.

If 3 or more teams are tied after the qualifying round the following tie breakers will apply

1. Team with most Wins gains higher position.
2. Best GFA percentage of all games played within the Round Robin or Qualifying Round.
3. Lowest total penalty minutes incurred in Tournament within the Round Robin or Qualifying Round
4. Coin Toss.

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ALL DIVISIONS

How to determine GFA Formula

GFA closest to 1.000 advances

Goals for + Goals against = total goals; GFA = goals for divided by total goals.

Example: $25 + 15 = 40$; $GFA = 25/40 = .625$

OVERTIME GAME PLAY

If there is a tie after regulation time in the Semi-Final or Championship Final game, a sudden victory 10:00 minute stop-time period with 3 skaters vs. 3 skaters (with goalies) will commence. If the game remains tied, continuous 10:00 minute stop-time periods with 3 skaters vs. 3 skaters (with goalies) until a sudden victory is determined. All penalties being served at the end of regulation will carry over into overtime. By way of example, if regulation time ends and there is a 5 on 3 situation, teams will start the overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 3 on 3, as appropriate. If the teams start the overtime 4 on 3, once the teams are returned to full strength, the teams will return to 3 on 3 at the next stoppage in play.