



Tournament Format (2008)

GAMES:

1. See schedule for male and female divisions for round robin and championship rounds.
2. Length 15 - 15 stop time.
3. Flood at the conclusion of each game.
4. Semi-final games 15 - 15 and final games 15 - 15.
5. Ties stand during round robin play.
6. Ties in play offs, quarter finals, semi-finals, and finals will be broken with sudden death player reduction method.
7. 3 on 3 - 2 minutes, 2 on 2 - 2 minutes, 1 on 1 (plus goalie).
8. There will be no shoot-outs.

****The team listed 2nd on the schedule is the Home Team**

TIE BREAKING FOR DIVISIONAL STANDINGS:

1. Winner of the game between the two tied teams advances.
2. The team with the greater goal differential (Goals for minus goals against).
3. Least goals against.
4. Least penalty minutes.
5. Team scoring the first goal in game between the teams tied.
6. Coin toss.

TOURNAMENT RULES

CAHA rules shall govern play with the following exceptions:

1. No use of junior A,B,C,D or intermediate players (OFSAA criteria).
2. Neck Protectors are mandatory.
3. Any three minor penalties and the player is ejected from the game.
4. Coincidental penalties. Teams play at full strength.
5. Gross misconducts, Fighting, and Match penalties will result in ejection from the game and suspension for the remainder of the tournament.
6. The first 10 minute misconduct is not a game ejection. If a player receives a second 10 minute misconduct the player is ejected from that game and suspended for the next.
7. The centre red line will NOT be used for offsides. There is no tag up rule for the player that returns to the Ice from the penalty box.
8. All major penalties (5 minute) will result in ejection from the game and a suspension from the next game.
9. Penalties during sudden death overtime are 1 minute in length and end at the conclusion of each sudden death 2 minute period. If a penalty occurs in the 1 on 1 situation a penalty shot will be awarded.
10. If a player or players have penalties at the end of regulation time of a playoff game the team begins the overtime short handed. Therefore penalties carry over into overtime to start with a maximum of 1 minute. (See rule 9)
11. When a team is up 5 goals with five minutes remaining in the game, then straight time begins.
12. During overtime, changing of players will be only on the fly.
13. No protests will be accepted concerning referees decisions.