**Rules: Milton Team Duggan Old Stars Hockey Club**

**40th Annual Tournament Rules**

1. **AGE: As we are an Invitational Tournament that returns a majority of our teams, divisions are based on last year’s results rather than particular ages. We request any major roster changes be given to the convenor with your application. Our committee works many hours to try our best to make divisions as competitive as possible.**
2. Full equipment, including helmets is mandatory. Face masks are optional.
3. Teams should be at the arena an hour before game time and ready to start

 their game on time.

Each game consists of two 15-minute stop time periods. There will be no overtime during round robin games.

Red line is NOT in effect (for 2 line pass or for Icing)

Teams accumulate points for each regular round robin games as follows: WIN = 2 POINTS; TIE = 1 POINT.

1. The two teams in each Division with the most points will play for the

 Championship in their Division. Tie-Breaking procedure:

1. **Head to Head result among tied teams;**
2. **Most wins;**
3. **Goal spread (G.F. – G. A.) amongst tied teams\*;**
4. **Goal Spread (G.F. – G. A.) amongst all teams\*;**
5. **Least Penalty Minutes;**
6. **Least Goals Against;**
7. **Most Goals Scored.**
8. **Coin Toss.**
* Goal spreads to a maximum of 5.
1. RULES AND PENALTIES
2. Any player who intentionally body checks another player (2 min. penalty);
3. A minor penalty will be given for a slap shot (above the knees). If an

 injury occurs, as a result of that shot, a game misconduct will also be

 enforced. No goal can result from a slap shot.

1. A deliberate attempt to injure will result in either a game ejection or

 ejection from the tournament and the team will also be assessed a major

 penalty.

1. Any player given a fighting major will receive a game misconduct

 and also may be ejected from the remainder of the tournament.

1. A player must play in at least one round robin game to be eligible for the

 Championship Game.

1. **High Sticking the puck (above shoulders) will result in a minor penalty.**
2. **Any player who receives 6 or more penalty minutes, will be removed**

 **from that game. (3 minor penalties OR one major and one minor)**

1. **Run time as soon as a 5 goal spread is reached. If the spread is**

 **reduced to four goals, stop time will be reinstalled.**

1. **Any offense not written shall be decided upon the convenors and their**

 **decision will be final.**

CHAMPIONSHIP GAMES

Championship Games will be two 15-minute, stop-time periods. If still tied after two periods, we will go directly to Over Time. The 5 goal runtime rule is in effect in Championship Games just as in round robin games. Overtime Rules will be posted in each dressing room before Championship Games. Penalties will be assessed as normal. **Any penalty in the 4th OT will result in a penalty shot.**

**OVERTIME**

**Due to time restrictions, it is imperative that we begin Over Time directly after the end of the second period and all line changes must be made “on the fly.”**

**1st OT – 2 minutes of 4 on 4;**

**2nd OT - 2 minutes of 3 on 3;**

**3rd OT – 2 minutes of 2 on 2;**

**4th OT – 2 minutes of 1 on 1;**

**If still tied, sudden death shoot out with both players going at the same time. Each round must use a different shooter. Goaltenders cannot leave their crease between overtime periods. If the goalie goes to his bench he must stay for the next overtime or it is a minor penalty.**