



PROFESSIONAL PARAMEDIC
ASSOCIATION OF OTTAWA

Professional Paramedic Association of Ottawa Hockey Tournament

February 20th-21st, 2019
Richcraft Sensplex – Ottawa, ON

TOURNAMENT RULES AND REGULATIONS

Playing Rules

1. Playing rules will be those recognized by Hockey Canada, except as noted, or as ruled upon by the Tournament Committee.
2. Game Length:
 - a. Games will consist of 3 x 10-minute stop-time periods. At the beginning of each game slot the clock will start at 13:30. At the 11-minute mark a buzzer will sound and teams must be lined up to start the game by the 10-minute mark.
3. If at any time during the game, a team is ahead by 7 or more goals running time shall commence. If in the 3rd period a team is ahead by 5 or more goals, running time shall also commence. After switching to straight running time-> Only if the margin is reduced to 2 goals or less will the clock revert back to stop time. This rule is in effect for all games including round robin, playoffs, and championship games
4. A delay of game penalty may be assessed at the discretion of the referees if one team is not ready to begin a period on time.
5. OVERTIME in **PLAYOFFS ONLY: A 3-minute 3 on 3** sudden victory overtime period will be played in the event of a tie after regulation time. **If still tied, game will go to a shootout.** Shootout rules are as follows:
 - a. A shootout involving 3 skaters from each team. The captain of each team will provide the game officials with the list of these three players immediately following the regulation time. The team that scores the most goals with these three skaters will be declared the winner. **Whichever team has had the fewest penalty minutes in the game, will have the option of shooting first or last. Should teams have the same number of penalty minutes in the game, the HOME team will shoot FIRST.** Once the order is determined, it will remain the same for all future rounds of shootout. A player from one team will shoot, followed by a player from the other team, and so on until all 3 designated players have shot.
 - b. If still tied, a sudden-death shootout will take place with one player from each team. Each shooter must not have participated in any prior round of the shootout. Whichever team shot first in the previous round, will once again shoot first.
 - c. Repeat step above until no skater remains that has not yet participated from either team. In the event that one team runs out of players, they will work in reverse order selecting the player that has most recently shot to participate next, until the other team has also used every skater.
6. Time-Outs: No timeouts are permitted at any time.
7. Face-offs – The “fast” face-off system will be used, meaning that both teams must be lined up to play NO MORE than TEN (10) seconds after any whistle. After an initial warning, a minor penalty for delay of game may be assessed at the discretion of the referee.
8. Icing will be called from team’s own blue line.
9. High-Sticking the Puck: If a player makes contact with the puck above the normal height of the shoulders, the whistle will be blown immediately and the face-off will take place in the offending team’s defensive zone.
10. Red Line – there will be no red-line for two-line passes OR icing purposes.
11. Standings will be based on points: three (3) points for regulation time win, two (2) points for shoot-out win, one (1) point for shoot-out loss and zero (0) points for regular time loss.
12. Forfeit Games: Will result in a 3-0 score for the opposing team, with 0 penalty minutes
13. Tie-Breaker, Round Robin: If tied in points, standings (seedings) will be determined based on the following order:

- a. The head to head result involving the teams tied (two way ties, or if one team has beaten all others they are tied with).
- b. The team with the most wins in round robin play.
- c. The highest total of goals for minus goals against. Note that a maximum spread factor of 7 goals will be used for each game (e.g. a 10-0 result will be posted as 7-0, while a score of 10-2, would be posted as 9-2).
- d. The highest ratio of goals for divided by goals for plus goals against $[GF/(GF + GA)]$ – still using factored scores
Note: The ratio will be calculated up to the 5th decimal.
- e. The team with the lowest number of penalty minutes accumulated in round robin play
- f. The team with the lowest number of goals against
- g. The team with the most goals for
- h. Coin toss by the tournament coordinator or a designated representative.

The above rules will apply in sequence with no reverting back to determine placement of teams.

14. Stick Measurements: Teams are NOT allowed to request the measurement of any stick during tournament games. If teams have a concern with an opposing player's stick, they must bring to the attention of the referees, whom will use their discretion in the matter.
15. Each team must designate a Captain and two (2) Assistant Captains for the purpose of speaking with the referees.
16. Line changes: may take place any time.
17. Slap shots are permitted
18. Every team must have a minimum of five skaters to play in any given game. If a team cannot dress five skaters, they forfeit this game and the opposing team is awarded 3 pts, 0 GA and 0 PIM.
19. Players can play for one team only during the tournament. Should a team lose player(s) due to injury or suspension, and they can no longer fill their roster, they must inform the Tournament organizer to help with finding players to fill the roster. This team will start the game with a three minute penalty.
20. Major Penalties: Any player receiving a MAJOR penalty will automatically receive a game misconduct. Any player receiving a second major penalty in the tournament will be suspended for the remainder of the tournament.
21. Game Misconduct Penalties: Any player receiving a game misconduct penalty in the last ten minutes of play, will automatically be suspended for the next game, plus any additional games as determined by the tournament coordinator, pending a review of the incident with the on-ice officials.
22. Gross Misconduct Penalties: Any player receiving a gross misconduct penalty at any time during a game, will automatically be suspended for the next meaningful game, and could be suspended for the remainder of the tournament at the discretion of the tournament coordinator.
23. Fighting & Match Penalties: Any player receiving a penalty for Fighting or a Match Penalty for intent to injure will **automatically** be suspended for the **remainder** of the tournament. This may also result in a **LIFETIME BAN** from the Tournament.
24. For playoff and championship games, the home team will be the team with the highest seeding after the round robin portion in the tournament.
25. ****Equipment** (VERY IMPORTANT!):** All equipment worn by players must be CSA approved. Non-CSA APPROVED helmets will not be allowed on the ice. Old style JOFA helmets (often called Gretzky helmet) which are not CSA approved will not be allowed; While on the ice, all players must wear a CSA approved helmet with the chin strap properly fastened under the chin. In addition, non-CSA certified goalie helmets and facial protectors will not be allowed; Goalkeepers shall be required to wear a CSA approved hockey helmet to which a CSA approved facial protector has been securely attached and not altered in any way. It is recommended that all goalkeepers wear a throat protector.
26. Penalties: **i)** Penalties assessed during running time will be three (3) minutes for a Minor penalty, seven (7) minutes for a Major/Match penalty and ten (10) minutes for Misconduct penalties. During stop time play a Minor penalty will be two (2) minutes, a Major/Match penalty will be five (5) minutes and all Misconduct penalties will be ten (10) minutes in length. **ii)** Any player who is assessed three (3) Minor penalties in one game shall be ruled off the ice for the remainder of the game (Game Ejection Penalty). Any player who is assessed two (2) Major penalties in the tournament will be disqualified from the tournament. **iii)** Excessive penalties or overall rough play in any given game may result in the game being ended immediately (at the officials discretion) and current score of that game becoming the final score.

27. Body Contact: **NO body contact is permitted.** A Minor or Major penalty, at the discretion of the Referee, based on the intent and the violence of the impact with the opposing player, shall be assessed to any player who intentionally bodies, pushes, shoves, stands in front of an opponent for the purpose of making contact and/or does not attempt to avert body contact with an opponent. When injury results from intentional body contact, a Major penalty shall be assessed. In the event that a player, by committing an infraction of the rules, causes an opponent to collide with the boards, the Minor penalty normally assessed under the rules will be waived, and a Double Minor penalty shall be assessed. The Major and/or Match penalty applicable to the rule will be assessed in a normal manner. Note 1: The Double Minor penalty assessed under this rule shall count as two (2) penalties in the application of the Three-Penalty Rule. Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed.
28. Suspensions: ALL RULINGS on suspensions are final. They must be respected and MAY not be appealed.
29. Playing under the influence: IS STRICTLY PROHIBITED! Referees may eject any player whom they believe to be playing under the influence of any substance, at any time without warning.

General and Administration Rules

1. **ZERO Tolerance: Taunting or berating of any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by spectators, players, or team officials.** The Richcraft Sensplex reserves the right to eject any person whom it deems in its sole discretion to be acting in an improper manner and we accept no liability in connection with such ejections.
2. All players must be at least 19 years of age to participate.
3. Photo ID (including proof of age) must be available at all times throughout the tournament, and must be shown if ever requested by any tournament official. Failure to provide identification at any time, may result in ejection from the tournament, as well as forfeiting of games.
4. Referee's and Tournament Officials Decisions: All referee's and tournament official's decisions are final and may not be appealed.
5. All teams should have matching uniforms with numbers on the back.
6. Players must participate in at least TWO (2) round robin games, in order to be eligible for playoff game play, unless previous permission has been granted from the tournament committee (**teams will be subject to game forfeits and/or removal from the tournament if found to have violated this condition**).
7. Scheduled Game times are approximate. **TEAMS MUST BE PREPARED TO START THEIR GAMES NO LESS THAN 10 MINUTES BEFORE THEIR SCHEDULED START TIME. TEAMS NOT READY TO START THEIR GAMES ON TIME OR WITHIN THE 10-MINUTE WINDOW BEFORE, MAY FORFEIT SUCH GAMES AT THE DISCRETION OF THE TOURNAMENT COORDINATOR OR ONE OF HIS DESIGNATED REPRESENTATIVES. A minor penalty for delay of game may also be assessed at the discretion of the officials.**
8. In the event of a "jersey color" conflict, the VISITING TEAM should make the change in sweaters whenever possible.
9. Check In: One (1) team representative must check-in to the registration desk, no less than forty-five minutes (45 mins) before the teams first scheduled game. He or she will be required to fill out a tournament check-in form.
10. Before each game, the team rep should check-in to complete the scores sheet for his/her team, and pick up dressing room key.
11. **Absolutely no alcohol is permitted to be brought into the dressing rooms, elsewhere in the facility, OR on the grounds. Failure to comply could result in confiscation of alcohol, ejection from the property, reporting to the proper authorities and ejection of the ENTIRE TEAM from the tournament.**
12. Teams should also read and understand the building rules and regulations that are located in the front lobby of the Richcraft Sensplex.
13. **The tournament committee reserves the right to change or alter these rules at any time without prior notice in order to act in the best interests of the tournament.**