



# Nazem Kadri North London Classic 2021 Tournament Rules and Regulations

## 1. **COVID-19 Safety Protocols**

COVID-19 safety protocols will be in place at all tournament venues and communicated to teams in advance of the tournament weekend. The Greater London Hockey Association (GLHA) recognizes the significant impact that the COVID-19 pandemic has had on sports and recreation.

In keeping with the Middlesex-London Public Health Unit's recommendations for amateur sports leagues, the GLHA will now require proof of COVID-19 immunization for all coaches, volunteers, bench staff, and participants who are eligible for vaccination (including those born in or before 2009), unless exempted.

Currently, there is no spectator restriction at games. Due to the changing nature of the virus, provincial and regional restrictions will dictate the permitted number of players, coaches, spectators and venue staff. Screening will be in place at each venue. Face masks will be required by all when inside the venues. Players may remove their face mask prior to entering the ice surface.

All teams and visitors are to follow safe practices while travelling to continue to minimize the risk of transmission of COVID-19. Face masks are to be worn indoors in public settings and outside where proper physical distancing is not possible.

## 2. **No Body Checking**

Body checking is not permitted in this tournament.

## 3. **Rosters & Registration**

Prior to November 15<sup>th</sup> submit a copy of your Travel Permit and Roster to [tournament@northlondonhockey.ca](mailto:tournament@northlondonhockey.ca) or via team's dashboard in EventConnect.

Teams must have approved rosters and/or player and coaching cards along with travel permits for tournament staff to review. Affiliated players must be registered before the first game and may only play for one team in the tournament. Affiliated players can only play for another team if their team has been eliminated AND they can not play more than 3 games in a day (unless approval received from Tournament Chair). Please notify Tournament officials prior to using a player who has played on another team in the tournament.

ALL TEAMS REQUIRE A CERTIFIED COACH AND TRAINER ON THE BENCH FOR ALL GAMES.

A maximum 19 players including up to 2 goalies in full uniform and team officials (up to a MAXIMUM OF 5) will be permitted in the player's bench area during game play.

Team officials that **DO NOT** submit their Approved Roster and Travel Permit by the above date, must register at the Western Fair Sports Centre Tournament Office at least one hour prior to their first game. If the team does not play their first game at the Western Fair Sports Centre then registration must take place before their second game regardless of where it is played.

## 4. **Game Sheets:**

Each team is responsible for having available their official roster on hand for inspection at all times. Coaching staff are to sign/initial the game sheet to approve player & staff roster details, game times and possible curfew information. Teams must ensure that any suspension is accurately documented on all game sheets

## **Playing Rules**

### **5. Playing rules and tournament regulations are those of Hockey Canada, the Ontario Minor Hockey Federation and the Minor Hockey Alliance of Ontario. The following rules will also apply:**

All round robin games will abide by strict curfew rules and will end after 50 minutes. This is in keeping with City of London Covid protocols.

Teams must have two sets of game Jerseys. The team listed as Home team will wear **Dark** coloured jerseys. Teams listed as Away or Visitor will wear Light coloured jerseys. In the event of a colour conflict or dispute, the Tournament official present reserves the right to make the final decision.

Only arena personnel, referees, conveners and timekeepers will be allowed behind the area of the timekeeper's box.



## **6. Game Play – U10→U18**

### **U10 → U18 Round Robin Game Format**

Period Length: 10-10-12 / stop time  
Curfew: 50 minutes

### **U10 → U18 Playoff Round Game Format**

Period Length: 10-10-15 / stop time  
Curfew: none  
OT: 5 minutes 3 vs 3 → Shootout (if still tied)

All games will start with 13 minutes on the clock. As soon as the Referees have stepped on the ice the clock will start for the Teams to warm up. At 11 minutes the Referees will blow their whistle signalling the Teams to get ready to start. The puck will drop at the 10 minute mark and the clock will not stop until the first stoppage in play. This is to ensure that games start on time.

## **7. Game Play – U8 & U9 (1/2 Ice)**

### **U8 & U9 Round Robin Game Play (½ Ice)**

Period Length: 2 x 22:30 periods  
Shift length / Buzzer: 90 seconds  
Curfew: 50 minutes  
Flood: Every 2 hours of ice

#### Festival Format

- Each team will consist of 18 skaters, split into 2 groups of 9 skaters (8+1 goalie).
- The 2 split groups will play the opposing team's 2 split groups (each half-ice games).
- Black pucks will be used.
- Referee and timekeepers will be used.
- Foam bumpers and half ice boards will be used to divide the rink.

#### Game Format

- Teams will be split into 2 groups. Teams will be divided evenly.
- Each team will dress 2 goaltenders, one for each half-ice game.
- Two, twenty-two and a half (22.5) minute run-time halves.
- There will be a 2 minute warmup.
- At the end of the first half, visiting team will switch ends and benches (so each group plays each other).

#### Playing Rules

- Game will be 4 vs. 4 plus a goaltender.
- Teams share the same bench.
- The Home team will be on the home end of the bench and Visitor team will be on the Visitor end of the bench.
- Automatic buzzer every 90 seconds.
- If there are fewer than four players on the bench, the active player(s) designated to remain out must tag up at the bench prior to continuing play.
- No faceoffs and no offsides, players will change 'on the fly' at the buzzer.



## **8. Five Goal Differential Rule:**

If there is a 5 goal spread or greater in the 3rd period in any games (including semi-final and final games), the clock will be allowed to run. If the spread becomes less than 5 goals, the clock will revert to stop time.

During run-time hockey, three (3) minutes will be served for a minor penalty assessed and seven (7) minutes will be served for a major penalty assessed. If a penalty was assessed during stop-time play and it carries over into run-time, the remaining time of that penalty will not be adjusted.

## **9. Scoring:**

2 points – Win  
1 point – Tie  
0 points – Loss

## **10. Time outs:**

Time outs are not permitted in round robin play. One 30 second timeout, per team, will be permitted in playoff games only.

## **11. Playoff & Championship Qualification:**

Qualification for play beyond the Preliminary Round into the Playoff games will depend on division format and the number of teams in each division. See the tournament website for format details for each division. Teams losing a playoff game will be eliminated.

## **12. Round Robin Tie Breaking Rules:**

- i. *Head-to-Head*  
For example, If only two teams are tied head to head winner gets higher position.
- ii. *Goal Percentage*  
The goal average is determined by dividing the total number of goals for and against into the number of goals for with the team having the highest percentage (closest to 1) assuming the higher position. In case of a 3 team tie and two teams are still tied after the goal average is calculated go back to Rule 1 Head to Head.

### Example Calculation of Rule 2

Team A Goals for 16 and goals against 4 =  $16 / (16+4) = 16/20 = .800$

Team B Goals for 12 and goals against 2 =  $12 / (12+2) = 12/14 = .857$

Team B would assume the higher position

- iii. *Goals Against*  
Least goals scored against in all games
- iv. *Coin Toss*  
If the teams are still tied, the higher position will be determined by a coin toss. The team from the farthest away calls the toss.

In the case of **three or more teams** tied in points after round-robin play, head-to-head games will not be considered in breaking the ties. The teams will be seeded according to the following tie breaker rules:

- i. *Goal Percentage* (Maximum 5 goal difference per game used in calculation)
- ii. *Goals Against*  
Least goals scored against in all games
- iii. *Coin toss* - or drawing of lots

## **13. Overtime for Playoffs:**

If, at the end of regulation time, the game is a tie, there will be a 5-minute sudden victory overtime period. It will be played 3 on 3 and all penalties during regulation time will carry over into overtime. If a team is one man short, play will be 4 on 3. If a team is two men short at any time during overtime, play will be 5 on 3 until the penalty time runs out.

At the first stoppage of play after both teams return to full strength play will revert back to 3 on 3 play.

If, after the 5-minute overtime, the game is still tied a 3 player shootout will commence. Prior to the game the coach will complete the form showing the order in which his players will shoot and no player will shoot a second time until all players dressed for the game have taken a shot. Shooters on both teams will shoot at the same time in opposite directions. If tied after the first three



shooters it then continues down the list in a sudden victory format.

If a player in the second position on the list prior to the shootout is injured during the game and cannot take his turn the next player on the list will shoot and continue down the list accordingly.

If a team has 12 skaters and the opponent has 15 skaters the team with the 15 can start over again at the top of their list after the 12th skater has taken his turn.

#### **14. Game Officials:**

All games will be officiated by registered HOCKEY CANADA, OHF and ALLIANCE HOCKEY officials. Referees shall judge all goals from the ice. **The Tournament Conveners will not discuss referee decisions.**

Only team officials are permitted in the Tournament Offices. Absolutely no team official receiving a GM or GRM penalty shall be permitted to enter the Tournament Offices until the GM or GRM penalty and/or any suspensions incurred as a result of the infraction have been served in their entirety. **Failure to follow this rule will lead to an automatic suspension for the remainder of the Tournament.**

#### **15. Protests:**

Protests must be filed by team officials in writing with a \$100.00 non-refundable fee per protest to the arena Tournament office within one hour after the end of the game.

The decision by the Tournament Rules Committee will be final and may not be protested. It should be noted that a Referee's decision is final and may not be protested unless it concerns an interpretation of the rules as outlined in the Hockey Canada rulebook.

Please Note: Any player who receives a Fighting Major will be suspended for the duration of the tournament.