

HOGTOWN HOGS TOURNAMENT RULES

GAME PLAY

1. Two 15 minute stop time periods. Teams can defend home bench end for both periods.
2. If the score differential is 5, the final five minutes of a game will be running time until the differential drops to 4.
3. 3 minute warm-up, following the flood.
4. No centre red line for offside pass or icing.
5. Slapshots are not allowed. Slapshots and high-sticking the puck will result in a face-off. No penalty.
6. 3 minor penalties will result in removal from the game.
7. The CARHA rulebook will be followed for all game, gross, and match misconduct penalties. A referees report will be reviewed by the tournament committee for final suspensions. Fighting will result in expulsion from the tournament. *** A team/player identified for especially rough play will be removed from the tournament.**

AGE RULE AND ELIGIBILITY

1. **Only players** listed on the official team roster can dress for any games. Please ensure you have that list updated at registration **prior** to your first game.
2. Team officials are responsible to ensure that all players meet the age requirements for their division. The tournament committee may ask for verification of age of any player.
3. A player must participate in 2 of 3 of its round robin games.
4. A player cannot play for more than one team **WITHOUT TOURNAMENT APPROVAL**. If an emergency situation arises for a goaltender, a goaltender may substitute in a higher level game.
5. Teams using ineligible players in a tournament game will have that game(s) defaulted.
6. The tournament committee reserves the right to place teams in divisions based on caliber not just age.

POINTS AND POOL RANKINGS

1. **For the 4 team pools.** 2 points for a win. 1 point for a tie. Overtime will be played in **all** final (4th) games. 3 on 3 for 1 minute, then 2 on 2 for 1 minute, then 1 on 1 for 1 minute. Sudden victory. Stop time. Changes on the fly only. A penalty allows the power play team to add 1 player, penalties are 1 minute in length. If no one scores, shootout involving 3 players, then sudden death shootout if still tied. The same player can shoot after the first round of 3 shooters.
2. **For a pool of 6 (if required):** After the preliminary round teams will be ranked from 1 to 6. Prizes will be awarded for winners of the "1 v 2", final game. If a preliminary game ends in a tie you will go immediately to a shootout where there is an extra point available. 3 shooters, if tied sudden death. The same shooters can be used again.
3. For a pool of 4: The top two teams will play for championship, the bottom two will play a consolation game. Prizes will be awarded for winners of the championship game.
4. Tie breakers/ranking in pools.
 - Head to head.
 - If there are 2 or more teams tied for a position, teams will be ranked on the basis of LEAST goals against for all pool games.
 - If still tied for a position, the team with the lower penalty minutes through all games shall receive the higher position.
 - If still tied the team that scored first in a mutual preliminary game shall receive the higher position.
 - If still tied a coin flip shall determine the higher seeding position.

GOOD LUCK TO ALL TEAMS. WE HOPE YOU ENJOY THE TOURNAMENT!