

## RELM SPORTS SPRING/SUMMER TOURNAMENT RULES 2026

Team managers are asked to check in their team up to 45 minutes prior to their first tournament game to confirm their team roster and provide proof of insurance (if it is not uploaded to their team self-management page).

### **Playing Rules:**

- Teams are guaranteed 4 games during the weekend.
- Pre-Game warm ups will be two-minutes, run-time during all tournament games.
- Teams must provide their own pucks for warm-up
- Teams must be prepared to play up to fifteen (15) minutes prior to their scheduled start time.
- Games will not start earlier than 15 minutes prior, even if the ice is available.

### **Game Lengths:**

- Games will be 15-15-15 for Round Robin Games unless revised by the Tournament Director.
  - Ice resurface will take place between 2<sup>nd</sup> and 3<sup>rd</sup> period.
- Playoff games will be 10-15-15

### **Preliminary Games:**

- Each division will play 3x15 minute stopped-time period games
- Ice will be resurfaced between the second and third period
- There will be no overtime in a preliminary games.
- Games ending in a tie will be recorded as a tie game.
- No time-outs during round robin play

### **Playoff Games:**

- Each division will play 10-15-15 stopped-time period games
- No ice resurface will take place except before and after the game.
- Teams will be allowed one 30-second timeout per team, per game.
- If there is a tie game at the end of regulation play during playoff games, the following overtime rules will apply:
  - 1x 3-minute stop-time sudden death period played 3-on-3 + goalie
  - During overtime, a team will never play with less than 3 skaters and will add an additional player (i.e. 4 on the ice) until the penalized player of the opposite team returns to the ice. At the next stoppage, teams will return to 3-on-3.
  - If a tie remains, a sudden death shootout will be used with a minimum of 1 shooter from each team. Should it still be tied after one shooter, the sudden death shootout will continue until there is a winner. All players on the bench must shoot prior to another player shooting for a second time.
  - Players receiving a penalty that does not expire during the end of the overtime period, are ineligible to shoot.

### **Mercy Rule:**

- If a difference of five or more goals exists at any time in the 3<sup>rd</sup> period in the preliminary round games or playoff games, the clock will become running time.

- The time will stop again should the lead be reduced to a 3-goal margin.
- During run-time time, penalties will posted as 3:00 for a minor and **8:00** for a major.

### **Penalties:**

- Players accumulating more than four (4) minor penalties, will be removed from the remainder of the game.
- Game Ejection: dismissed from that game only and reviewed by the Tournament Director
- Game Misconduct: reviewed by the Tournament Director and may be subject to additional discipline.
- Fighting Penalty: anyone involved in Fighting ON or OFF the ice on premises will be ejected from the tournament.
- Match Penalties: suspended for the remainder of the tournament.
- All misconducts shall be reviewed by the Tournament Director.
- Body Checking is allowed in the following divisions:
  - o 2012 (U14) – 2005 (Junior)

### **General:**

- The Tournament Director reserves the right to impose a running clock at any time during the tournament in case of an extended injury or an abnormal prolonged game delay.
- Should a major delay occur (i.e. “act of god”, power failure, major injury, etc.), after ½ hour the game will be called, and the current score will be recorded, regardless of time remaining in game.
- The ice will be resurfaced after every game unless otherwise directed by the Tournament Director.
- Each team should be ready to play 15 minutes PRIOR to their scheduled start times without any advanced warning. A team that does not present itself to a game will be subject to a disciplinary committee and possible expulsion from the tournament. A defaulted game result will be a 3 - 0 for the winning team and 0-3 result to the losing team.
- All players must wear CSA approved equipment or US equivalent. We are not liable for any injury due to equipment that does not meet approved safety regulations/requirements.
- Neck guards & Mouthguards: Players are required to wear all equipment as directed by their winter leagues.
- The HOME team for playoffs only, will be the team with the highest ranking after the preliminary round and will decide which jersey color the team will wear.
- If jersey conflict arises: the team with two jerseys will wear their alternate colour. If neither team has alternate jerseys, the home team will be provided alternate jerseys.
- Referees will abide by the current Hockey Canada Rulebook. **No protests will be accepted regarding the judgement calls made by referees.**
- Teams will be financially responsible for any damage to dressing rooms. Each team should leave the dressing room within 25 min. after each game.

### **Standings & Team Ranking**

- The point system for teams ranking in the standings will be as follows:
  - o 2 points for a WIN
  - o 1 point for a TIE

- o 0 points for a LOSS
- Regardless of the final score, a team will not be credited with more than a 5-goal difference.

Teams ranking in the standings will be sorted as follows:

1. Total Points
2. Head-to-Head (head-to-head not used if 3+ teams are tied and will only be used if all teams tied have played each other)
3. Most Wins
4. Highest Differential "GF%" ( $GF \div (GF+GA)$ )
5. Least Goals Against
6. Least Penalty Minutes during the tournament
7. Flip of a Coin by the Tournament Director

### **Player Eligibility**

- Teams must provide a final official game roster to the Tournament Office prior to the start of the FIRST game of the tournament.
- All eligible players must be entered on the first game score sheet (maximum of 20 players including 2 goaltenders). Every team must dress a minimum of 6 players and 1 goaltender. A ten-minute delay will be permitted to dress a second goaltender in the event of the regular goaltender is injured, and the team has no dressed goaltender on the bench.
- Teams may not add any new players following the FIRST game of the tournament
  - o The exception to this rule is that injured, sick, or unavailable goalies may be replaced with the assistance and approval of the Tournament Director.
- The roster must include a unique jersey number for each player.
- Players must be the appropriate age/caliber for their respective division.
  - o Ineligible players will result in forfeit of any games played and potential expulsion from the tournament for non-compliance of the rules.
  - o Any team wishing to protest a players eligibility must be submitted to the tournament office before the game is played.
- A player may only play for one team in one division, but can play for another team above that specific level during the tournament, if approved by the Tournament Director.
- For players to be eligible for Playoffs, players must play in the following:
  - o For 3-game round robins, players must play in at least one (1) round robin game.
  - o For 4-game round robins, players must play in at least two (2) round robin games.

### **Protests**

- Protests will not be accepted for any on-ice referee calls.
- Protests on player eligibility must be submitted to the tournament office before your game.

### **Code of Conduct**

We strive to provide a great experience at our tournaments for all attendees. Team officials are responsible for their actions and those of parents and players.

Aggressive or abusive behavior on the part of any player, team official, coaching staff or parent may result of your team being removed from the facility and suspended for the remainder of the tournament.

**The Tournament Director has the final word on the interpretation of the rules and has the right to change or alter these rules without any prior notice to act in the best interests of the tournament.**