

# 2024

## Jason Simmons Memorial Hockey Tournament Rules

(updated March 28<sup>th</sup> 2024)

### Divisions:

A - Men's Competitive B - Men's Competitive C - Men's Competitive D - Men's Competitive E - Men's Competitive	FC - Family Competitive FF - Family Fun G - Men's 40+ Fun W - Woman's Competitive
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### Tournament Format

- Each Division has 4 teams with the exception of the G Division
- Each team is guaranteed 3 games
- Top two teams in each division will play in the championship game for that division. For the **G division only**, the top team from the round robin games, will proceed directly to the final on Sunday. The 2<sup>nd</sup> and 3<sup>rd</sup> place teams will play a semi-final game on Saturday.

### Player Eligibility - Competitive Divisions

- With the exception of the family and women's divisions all players must be 19 years or older prior to the start of the tournament
- Teams are permitted 2 carded players (Junior A and B hockey and higher) with the exception of the A and B divisions where each team is allowed 5 carded players in any one game.
- Goaltenders may be considered as an exception and only permitted to play with the approval of the organizing committee.
- **No player may compete in two competitive divisions (Family divisions do not apply for this rule). Failure to comply with this rule will result in the forfeiture of any points earned during the game in which the illegal player participated.**
- Lineups (rosters) submitted at registration are considered final at 4PM on the first day of the tournament. Lineup changes before 4PM on the first day of the tournament should be submitted via email ([info@jasonsimmons.ca](mailto:info@jasonsimmons.ca)). Once the tournament begins, lineup changes must be submitted to the rules committee for review ([info@jasonsimmons.ca](mailto:info@jasonsimmons.ca)) and be approved by the committee before the change is implemented.

## **Player Eligibility - 40+ Divisions**

- Players must be 40+ years or older prior to the start of the tournament
- Teams are permitted 2 players that are 30 years or older prior to the tournament
- No player may compete in two competitive divisions (Family divisions do not apply for this rule).
- Lineups (rosters) submitted at registration are considered final at 4PM on the first day of the tournament. Lineup changes before 4PM on the first day of the tournament should be submitted via email ([info@jasonsimmmons.ca](mailto:info@jasonsimmmons.ca)). Once the tournament begins, lineup changes must be submitted to the rules committee for review ([info@jasonsimmmons.ca](mailto:info@jasonsimmmons.ca)) and be approved by the committee before the change is implemented.

## **Regular Divisional Game Rules**

### **Regular Game Scoring:**

- All round robin games remain in a tie at the end of regulation.

### **Championship Qualification**

- The two best records (based on win-loss) advance
- Tie breaker rules are as follows: (maximum +/- per game is 5 goals)

### **Two Teams Tied:**

If two teams are tied the winner is decided in the following order

1. record against each other. If still tied,
2. winner will be decided by +/- for the tournament
3. most goals scored in the games involving the two tied teams, if still tied
4. fewest goals against in the games involving the two tied teams, if still tied
5. Highest % of goals for / total goals (Goals for + Goals Against)
6. Coin toss

### **Three Teams Tied**

If three teams are tied the three teams will be ranked based on the following order

1. +/- for each team for the games involving the three teams tied, if still tied
2. most goals scored in the games involving the three tied teams, if still tied
3. fewest goals against in the games involving the three tied teams, if still tied
4. Highest % of goals for / total goals (Goals for + Goals Against)
5. Coin toss

## Game Format

- All games begin with a one minute warm up that will start when the Zamboni doors close, clock will not be stopped.
- Games consist of 2 periods, 25 minutes each
- No stop clock except for the final minute of play when the score is a 1 goal spread. The clock runs if a game is tied.
- In the last 5 minutes of each period, no line changes on a whistle, all line changes will be on the fly. Referee's will be assessing penalties. Red line will NOT be in play, therefore no icing will be called.

## Rules

- No slap shots or body contact.
- Any player receiving a fighting major will be banned from the tournament indefinitely.
- A player receiving any game misconduct or 5 minute major will result in an automatic suspension from further play in the tournament. The committee will also decide on any future participation in the tournament.
- Any player intoxicated will be ejected from the game by the referee
- All rosters must be submitted prior to first game and will be final, no additions permitted
- All Hockey Canada rules will govern play unless otherwise listed here.
- Teams must vacate dressing rooms before the conclusion of the first period in the game following. Please respect the dressing rooms and keep them clean

## Additional Rules for Division Championships

Championship Games that are tied at the end of regulation time, the following format will be used to determine a winner:

### Tied Championship Games:

1. 3 on 3 for 5 minutes
2. Three player shootout (home team shoots first)
3. Sudden death shootout (no player can shoot twice)

### Championship Clock:

Championship game will have stop clock **in the final 2 minutes if the score is a 1 or 2 goal spread. Clock will continue to run if the game is tied.**

**All decisions of the rules committee will be final.**