



ADULT TOURNAMENT RULES

ONTARIO

Revised December 22nd, 2021

The current [Hockey Canada Playing Rules](#) will govern all games, with the exception of a number of rules specific to the Adult Safe Hockey League. See below and refer to the current [ASHL Rule Book](#) online.

In the ASHL, unless a Major or Match Penalty is assessed, the following infractions are assessed as Double Minor penalties (i.e. four minutes):

• *Boarding* • *Body Checking* • *Butt-Ending* • *Charging* • *Cross-Checking* • *Elbowing* • *High Sticking* • *Kneeing* • *Slashing* • *Spearing*

In the event the non-offending Team scores with the man-advantage during the first two minutes of a double minor penalty, the penalty time on the game clock will be reduced to two minutes (2:00).

Tournament directors assume no responsibility for any claims arising through operation of the tournament. No allowances will be made for ignorance of the rules.

ALCOHOL, CONTAINERS & SMOKING

Alcoholic beverages and/or glass containers are STRICTLY prohibited anywhere **inside or outside** any facility in use. Failure to comply will result in disciplinary action against the offending individuals, including possible suspension from the tournament. Please note that Canlan Sports and all public facilities are smoke-free facilities.

ACCIDENTS AND INJURIES

All accidents and injuries must be reported to the Tournament staff.

TEAM ROSTER

Each team is permitted to carry a maximum of 17 players on their roster. All players must sign in via the online waiver system. The online system will populate the game sheets. The official "roster" will be generated via the online system and available from the tournament staff. The **Team Rep** must have every player sign in before they play every game. Only players who play in at least one of the preliminary games will be allowed to compete in the playoff games. Players are not eligible to play on two or more teams within the same division unless approved by Tournament Coordinator. IT IS THE TEAM REP'S RESPONSIBILITY TO VERIFY HIS/HER GAME SHEET BEFORE THEIR FIRST PLAYOFF GAME. The use of an ineligible player will result in a default loss to the offending team. Individuals who are not playing but are on the team's bench must also register and complete the waiver.

GAME SHEETS

Roster Sheets will be prepared and provided by tournament staff for each game. It is the **Team Rep's responsibility** to ensure the accuracy of the Roster Sheet before each game and deliver it to the Timekeepers' bench.

MINIMUM AGE REQUIREMENT

All players participating in an ASHL Tournament must be 18 years of age or older. Any player under the age of 18 must have the approval of the Tournament Director / Manager AND parental consent prior to participating in the tournament. A parental consent form must be requested from the Tournament Manager.

TEAM SWEATER CONFLICTS

All Players must wear matching jerseys, which must be uniquely numbered. In the event of a colour conflict (the Visiting Team Rep and/or Referees will determine if there is a conflict), the Visiting Team will wear their alternate jerseys or the tournament jerseys (cover-ups), provided they are available and requested. The tournament set will be counted before and after the game. Any missing jerseys/cover-ups not recovered will be billed at a cost of \$25.00 (CAN) each, to the Team Rep's account immediately following the tournament's conclusion.

LENGTH OF GAME

All games will be three stop-time periods of 12-10-10 minutes. The first period game clock will be set to 14 minutes to begin the warm-up. Once the re-surfacer leaves the ice and the doors are closed, the game clock shall run continuously throughout the warm-up and will not stop until the first official stoppage of play. When the game clock nears 13 minutes, a Referee or the Timekeeper will warn the players the game is about to start. The clock shall run if a 5-goal spread exists at the 5:00 minute mark of the third period. The clock shall stop once the margin is 4 goals or less. In the event there is a 5-goal spread in the 3rd period and the game is starting to get out of hand, the game will be terminated at the discretion of the Referees.

TIME-OUTS

If the game is within 2 goals each team will be permitted one 30-second time-out per game. Both teams cannot use their time-out during the same stoppage in play.

SKILL LEVEL - BALANCING OF TEAMS

Tournament officials reserve the right to move a team(s) to a different division based on skill level and results. In order to improve divisional parity, a strong team in a lower division may exchange schedules with a weak team in a higher division.

TIES IN STANDINGS

If 2 Teams are tied in the standings the following tie-break steps will be taken in this order:

1. Most Wins
2. Head-to-Head Record
3. Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance.
4. Least goals against
5. Least penalty minutes

*If 3 Teams or more are tied in the standings the following tie-break steps will be taken in this order:

1. Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance
2. Least goals against
3. Least penalty minutes

N.B. The maximum goal differential that will be recorded in a game is 7.

OVERTIME – PLAYOFF GAMES

If a playoff game is tied after regulation time has expired, a 5-minute, stop-time, 3-on-3 sudden death period will be played to determine a winner. **All penalties incurred during the third period of regulation time will be in effect.** All power-play situations will be played 4-on-3. Once the penalty expires, teams will play 4-on-4 until the next stoppage in play. **Note that if a player incurs a penalty that has not expired during the overtime, they will be INELIGIBLE to participate in the shootout.** If the score is still tied after the 5-minute overtime period, a 3-player simultaneous shootout will follow. If the score is still tied after the 3-player shootout, a sudden death shootout will decide the winner.

DEFAULTED GAMES

If a team is not present or is not able to start at their scheduled start time, the clock will begin to run from the 12-minute mark. They will be penalized a goal for each 4 minutes not ready, beginning at the 11-minute mark. (Goal 1 – 11 Minute Mark, Goal 2 – 7 Minute Mark, Goal 3 – 4 Minute Mark), Game Default at 0 minute of first period.

Any team that defaults a game, for any reason, will record a 3-0 loss for the purposes of record keeping. If both teams default a game, a 0-0 tie will be recorded, but **NO POINTS** will be given.

AMENDMENTS TO ASHL PENALTIES

FIGHTING

All Fighting Majors will result in expulsion for the remainder of the tournament. If a player or players drop their gloves but do not engage in an altercation an automatic game misconduct will be assessed and is subject to further review and may result in suspension.

FIGHTING–OFF THE PLAYING SURFACE

A major penalty plus a game misconduct penalty shall be assessed to any player who is involved with another player off the playing surface. This penalty carries a tournament expulsion, NO exceptions!

GAME EJECTION AMENDMENT

If a player receives a Game Ejection, they will have 30 seconds to leave the playing surface. If the ejected player remains on the ice or delays the game from the off-ice area, their team will be given a 2-minute Delay of Game penalty.

APPEAL PROCESS

If a team feels that they would like to appeal for any reason, they may, for a \$100 fee. **The fee is paid prior to any hearing being convened and must be submitted in writing to the Tournament Staff within 1 hour of the game's conclusion.** The Tournament Staff will convene a hearing with the Team Representative, a neutral party, and one of the Referees involved in the game. Attendance by the opposing Team Representative is optional. If the ruling is reversed, the \$100 fee will be refunded. If the ruling is upheld, the \$100 fee will be donated to the registered charity of the team's choice.

TOURNAMENT PROCEDURES

Payment Process: All payments must be made prior to Game 1 through www.ashl.ca.

Tournament Standings: These can be found at www.ashl.ca. Please ask a staff member for assistance, if needed.

Locks: Please ensure that you have a lock for your dressing room. Most Sports Stores in our arenas have them in-stock.

Championship Photo: Will be taken by our staff on the ice. **NO SPECTATORS ARE ALLOWED ON THE ICE.**

Prizing: Will be delivered to the dressing room after your Final Game.

ASHL Tournaments – Coed Divisions – Additional Rules

In addition to the standard Tournament Rules, the following specialized Rules must be followed during Coed play:

- 1) There must be a minimum of 2 women on the ice at ALL times (not including a female Goalie).
- 2) All players are only allowed 1 goal per period.
- 3) There is absolutely no body contact permitted. A body contact penalty will result in an automatic GAME EJECTION. If an injury results, the offending player will be issued a MAJOR penalty and will be SUSPENDED for the remainder of the tournament.
- 4) There will be zero tolerance for unsportsmanlike conduct. Any players engaging in; insulting, intimidating, or unnecessary roughness toward other players will receive Minor Unsportsmanlike Conduct penalties. Any penalties occurring after the whistle will also be considered unsportsmanlike conduct. **Players receiving a second unsportsmanlike conduct penalty within the game will automatically be ejected for the balance of the game.**
- 5) **There are no slap shots allowed by any player.** A 2-minute minor penalty will be assessed if a player's shot backswing exceeds their knee level.
- 6) Unless there is an emergency, teams are not permitted to switch players on their roster to play Goal in the Championship Finals.
- 7) If there is a tie at the end of regulation time during the playoffs, a 3-on-3, 5-minute stop-time overtime will occur. During OT there must be 2 women and 1 man on the ice. Player changes can be executed any time. The overtime is an extension of regulation time so players who have already scored a third-period goal may NOT score in overtime.
- 8) If a winner is not decided during overtime, a shootout will decide the winner. The Captains of each Team must designate 2 women and 1 man to take the penalty shots (in any order). Opposing players will take their penalty shots at the same time. Players that have already scored in the third period ARE permitted to take a penalty shot. If the 3-player shootout does not result in a win, a sudden death shootout will follow; single shooters are taken from the rest of the roster until the roster is exhausted (no shooter can shoot twice until the entire roster is used). The 4th player must be a female, the 5th player must be a male; this alternating pattern will continue until there is a winner.

GOOD LUCK TO ALL OUR PARTICIPANTS AND HAVE FUN!