

EOSSAA BOYS HOCKEY A/AA/AAA/AAAA PLAYING REGULATIONS - June 15th, 2007

SAC members present : Scott Buffam (chair-RCI) Marc Carriere (KCVI), Jason Henderson (Gananoque)

1. Entry:

Each association within EOSSAA that meets eligibility requirements is allowed one entry. No more than two teams from any one association shall participate. The tournament will run on the Monday or Tuesday on the week preceding the March Break. The SAC chair shall be contacted immediately if ice time is not available on those days. This date may be pushed back to the week after the break if the OFSAA championship runs later than usual. All associations must declare their representative no later than one week prior to the championship.

With respect to A/AA - If five associations enter and another entry is required to bring the total number of teams to six, there will be a wildcard entry. This entry will be selected from the pool of second place finishers from the five participating associations. The wildcard will be determined by the SAC committee in consultation with the tournament convenor.

With respect to AAA/AAAA - If three associations enter and another entry is required to bring the total number to four. This entry will be selected from the pool of second place finishers from the three associations. This entry will be determined by the SAC committee in consultation with the tournament convenor. If none of the remaining teams declare, then three teams will compete.

2. Tournament Structure:

Six Teams: There shall be two pools of three teams and each pool will play a round robin series within the pool. The first place teams in each pool will play in the championship game. The team with the highest pool ranking shall be the home team for the championship game. Teams will be awarded two points for a win, one point for a tie and zero points for a loss. There is no overtime in the round robin. All teams are guaranteed two games.

<u>Pool A</u>	<u>Pool B</u>
#1	#2
#4	#3
#5	#6

Recommended Schedule (Bold team is home)

The following is the suggested order but geographical nearness should be considered for game 1. The team travelling the furthest in the tournament should not play in the first game.

GAME TIME	TEAMS
8:00 – 9:30	1 vs 5
9:30 – 11:00	2 vs 6
11:00 -12:30	4 vs 5
12:30 - 2:00	2 vs 3
2:00 – 3:30	1 vs 4
3:30 – 5:00	3 vs 6
5:00 – 6:00	Break
6:00 – 8:00	Championship : highest ranked team is home

Four Teams: Two pools of two, winner to final. There will be overtime in round robin games. One ten minute, five on five overtime will be played. If no winner is declared a shootout will ensue. Shootout structure: First round involves five different shooters and total goals. If still tied the remaining players shall take penalty shots, one from each team alternatively, the winner being that team which is ahead after any pair of penalty shots. The visiting team shall have the first shot.

Recommended Schedule: Home team is **bold**

GAME TIME	TEAMS
9:00 - 11:00	1 vs 4
11:00 - 1:00	2 vs 3
1:00 - 2:00	Break
2:00 - 4:00	Championship : highest ranked team is home

Three Teams: A full robin will be played (all teams guaranteed 2 games). The two teams with the most points move on to the final. Teams receive 2 points for a win and no points for a loss. There will be a five minute, five skater plus goalie sudden victory overtime in round robin games. After the first overtime round a shootout will ensue. Shootout structure: First round involves five different shooters and total goals. If still tied the remaining players shall take penalty shots, one from each team alternatively, the winner being that team which is ahead after any pair of penalty shots. The visiting team shall have the first shot.

GAME TIME	TEAMS
8:00 – 9:30	1 vs 2
9:30 – 10:30	Break
10:30 -12:00	1 vs 3
12:00 - 1:00	Break
1:00 – 2:30	2 vs 3
2:30 – 3:30	Break
3:30 – 5:30	Championship : team with most points is home

Teams, in consultation with the convenor, may come to a mutual agreement to decide to shorten the length of the break between games

3. **Tie breaking procedure for standings in pool play :**

Note: A maximum of a five (5) goal spread, regardless of the score, will be used to determine goal differential.

If two teams are tied:

- a) the team which won the game between the two teams during pool play shall receive the position

- b) if their pool game was a tie, then the team with the greater goal differential (goals for minus goals against) during all pool games shall receive the position
- c) if two teams are still tied from b, then the team with the greater goal differential ratio (goals for divided by goals against) during all pool games shall receive the position
- d) if still tied, the team with the fewest penalty minutes will get the position

If three teams are tied:

- a) the team with the greater goal differential (goals for minus goals against) during all pool games shall receive the position
- b) if three teams are still tied, the team with the greater goal differential ratio (goals for divided by goals against) during all pool games shall receive the position
- c) If two teams are tied (from a), the team that won the pool game will advance
- d) If still tied, the team with the fewest penalty minutes shall get the position

4. **Seeding:**

Each association will submit a league summary form which is posted on the EOSSAA website to the convenor. Pool seeding will be carried out by the convenor in consultation with the SAC chair. If a second entry is required to bring the total teams to six, then this team shall be ranked 6th.

5. **Game Length:**

Round robin games shall consist of three fifteen minute, stop time periods. A flood will occur between games and there will be a three-minute warm up before games.

Championship games shall consist of three periods of 15 minutes. The ice shall be cleaned between the second and third periods in the championship game. If the game is tied at the end of regulation time of the championship game, then a series of ten-minute sudden victory overtime periods shall be played until a winner is declared.

Shootout: Should ice time be at a premium after the completion of any ten-minute overtime period, the tournament convenor may use discretionary powers to initiate a penalty shot system using total goals of a five-player pool from each team to determine a winner. If still tied the remaining players shall take penalty shots, one from each team alternatively, the winner being that team which is ahead after any pair of penalty shots. The visiting team shall have the first shot.

6. **On-ice & Off-ice Officials:**

The convenor shall ensure that there are competent on-ice officials for each game. All games shall be officiated by three officials. No high school students will officiate games.

The convenor shall ensure that there is appropriate standard of care for all participants by having on site medical professionals and/or certified hockey trainers for all games.

7. Eligibility: (See OFSAA website under policies if further clarification is needed)

(A) To represent a school in hockey, a student must:

- i) be certified as eligible by the principal of the school;
- ii) meet the following age requirement: the individual's birth certificate indicates that he has not reached his nineteenth (19th) birthday by January 1st prior to the start of the school year in which competition is held;
- iii) be in grades nine (9) to twelve (12);
- iv) be eligible under the OFSAA Transfer Policy; (By-Law 5, Section 4 (f));
- v) be eligible for no more than five (5) consecutive years from date of entry into grade nine (9);
- vi) signed the Rules of Behaviour form for the competition.
- vii) participants should have played at least one regular season game (barring injury) to be considered a bonafide team member - this is a guideline not policy

(B) No student is eligible to play in EOSSAA whose name has appeared on a game sheet after December 1st for a team in "A", "B", "C", "D" Junior, Intermediate or Senior division hockey in Canada or internationally. This includes 'Outlaw' leagues.

(C) Any suspensions or disciplinary actions in Association play shall be carried forward into EOSSAA competition. The Association convenor shall be responsible for reporting such players and the nature of the disciplinary action on the EOSSAA entry form.

(D) If an ineligible player is used, the offending team shall be awarded a LOSS.

(E) To be considered a team eligible for the EOSSAA Hockey Championship, a team must have played in an association approved league under the supervision of a teacher-coach.

8. Rules:

Hockey Canada rules shall govern play in EOSSAA with the following exceptions:

a) The maximum number of players permitted to dress for a game is twenty (20), eighteen (18) plus two (2) goaltenders.

b) If a player receives a major penalty, his team shall play short-handed for five (5) minutes and that player is ineligible to play in the remainder of that game and in his team's next game.

c) If a player receives a match penalty or a major penalty for fighting, his team shall play short-handed for five (5) minutes and that player is ineligible to play in the remainder of that game and in any further tournament games. The convenor shall contact the principal of the offending student to discuss the incident and potential disciplinary action.

d) Any suspensions or disciplinary actions shall be carried forward into OFSAA competition. The tournament convenor shall be responsible to report such players and the nature of the disciplinary to the association convenor.

9. Equipment and Uniforms:

All players shall wear full equipment as outlined in Hockey Canada rules. This includes neck and mouth guards. The home team is responsible for having a second set of jerseys. In case of a conflict in uniform colours, the visiting team is to change. Sponsorship is permitted but should maintain the integrity of EOSSAA and the school. Schools are to conform to the OFSAA sponsorship guideline (By-Law 6, Section 2(h)). Failure to abide by this rule will result in forfeiture of games.

10. Awards

There shall be an EOSSAA championship plaque and gold medals presented to the winning team. The convenor may choose to present silver medals at their discretion.

11. OFSAA:

The team winning the EOSSAA championship shall represent EOSSAA at the OFSAA championship.

12. Expenses:

An entry fee shall be charged which will be sufficient to cover the operating costs of the tournament. This fee shall be determined by the convenor (It is recommended that a minimum of 12 hours of ice be booked in case of overtime and other unforeseen circumstances). All fees must be paid prior to a team taking the ice.