**Tournament Rules and Information**

**Tournament:**

1. The Tournament Committee reserves the right to make any decisions regarding:
   1. Interpretation of rules.
   2. Objections or protests involving disputes or conduct of the tournament.
2. If the colour of the sweater of two competing teams conflict, the home team will be required to change sweaters. The Tournament Committee will supply additional sweaters.
3. The Alf Langdon Memorial House League Hockey Tournament Committee will not be responsible for injuries incurred during the duration of the tournament. All precaution will be taken to protect participants.
4. Teams must comply with their local associations rule regarding protective equipment.
5. Any of the rules or regulations may be changed or altered at the discretion of the Alf Langdon Memorial House League Hockey tournament Committee.
6. Tournament is made up of a combination of Minor and Major players for all divisions.
7. The OHF suspension list will be used to assess all major, Misconduct and Match Penalties. The Tournament Chair may add to the suspension, if appropriate. If a player or coach receives a suspension during the tournament, the team must check with the Tournament to confirm the number of games to be served. Any player receiving a fighting major will be suspended for the duration of the Championships.
8. The Tournament Committee reserves the right to make any or all decisions.
9. Teams are required to provide the Tournament Office with their roster and travel permit prior to their first game. All teams will be limited to a maximum of 19 players. Teams are allowed a maximum of 5 Team Officials on the bench. The home team is designated by the tournament schedule. The home team wears dark jerseys. In the case of conflicting sweaters, the home team will change.
10. You will be allowed to add up to two (2) AP players if you are missing players from your roster. You must bring the roster of the AP players team roster and a letter from your association giving you permission to do this.
11. No time-outs are allowed in round-robin play. One thirty (30) second time-out will be allowed in semifinals and finals
12. Each team must be ready to start their game **15 minutes before the scheduled game time,** except for the first game of the day. Breaks have been scheduled and games will start early if the ice is open.
13. All games in Novice, Atom and Peewee will be 3, 10 minute periods with a flood between 2nd and 3rd with **no** flood at the end of the game. Bantam will be 10, 10, 15 minute periods with a flood between 2nd and 3rd with **no** flood at the end of the game.
14. Novice to Peewee run time will occur after a 5 goal differential at any point in the third period. For Bantam, run time will occur within the last 5 mins of the third period if there is a 5 goal difference. Once run time starts, it will continue regardless of additional goals

**Semi-Final and Final Overtime**

A tie existing at the end of regulation time in a semi-final or championship game will be decided by sudden victory and the following shall apply:

* Both teams will start with four skaters and a goaltender for a five (5) minute period.
* If no goal is scored each team will play with three skaters and goaltender until a goal is scored. Periods will be ten (10) minutes.
* Penalties will carry over from regulation time
* No time-outs are allowed in overtime

In the case of any disputes, the decision of the tournament committee will be final.

**Have Fun and Play Safe**