

Rules (Atom, PeeWee, Bantam, Midget)

1. Tournament rules will be governed by the current rules of Hockey Canada, unless noted otherwise herein.
 2. Travel permits and approved roster to be presented to rink chair a minimum of 45 minutes prior to your first game.
 3. All teams are asked to be ready to start their games as early as 15 minutes prior to your scheduled start time.
 4. Manager/Coaches to provide team roster for the game sheets complete with player jersey numbers and coaching staff to rink captains at least 45 minutes prior to each game. 5 shooters, and their shooting order, must also be indicated on the game sheet (for Knockout Bracket Rounds ONLY). Don't forget to sign your game sheet and indicate any suspensions that are being served.
 5. Players can only be rostered to one team participating in the tournament.
 6. Affiliated players cannot be used to exceed number of players listed on official HNO roster. I.E. if team has 14 officially rostered players, that is the maximum number of players allowed to be dressed, including affiliates.
 7. Running time will commence in 3rd period if there is a goal differential of 5 or more. Stop time will continue if differential drops below 5.
 8. All bracket (knock-out) games tied after regulation will be decided by a 5-minute overtime played
3 v 3. A 10-minute overtime, 3 v 3, will be played for the following games only:
 - a. Championship games only (this includes A-side and B-side championship games)
- Changes will be made 'on the fly' only and will not be allowed during stoppages in play. If the game is still tied after the overtime, it will immediately go to a shootout. 5 players from each team will be chosen prior to the game (noted on the game sheet). If still tied after 5 shooters, the same 5 shooters will continue in the same order again in sudden death format in each round. Minor penalties in overtime will be 1:00 minute in length and will be played as 4 vs 3. If penalty expires without a goal, play will continue 4 v 4 until next stoppage and will then revert back to 3 v 3. No more than 5 team officials will be allowed on players bench.
9. Teams will be allowed one 60 second timeout for the following games only:
Semi-Finals and Championship Games.
 10. All rulings by on ice officials on the game sheets will be considered final. There will be no protests.

ELKS Central Canada
Tom Thumb Tournament
February 27 - March 1, 2020



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11. Home teams will wear white uniforms and Visitors will wear dark. The Home team is designated by the team that is listed first on the schedule, or listed at the top of the game bracket.
12. ATOM games will consist of two-10 minute and one-12 minute stop time periods.
13. PEEWEE, BANTAM, and MIDGET games will consist of three-15 minute stop time periods with a break for flood after either the first or second period depending on resurfacers schedule.
14. Round Robin games can end in a tie. Points for Round Robin games will be awarded as follows: WIN = 3 pts, TIE = 1 pt, LOSS = 0 pts.
15. In the even of a tie for any position following the Round Robin, the following will break the tie or decide seeding:
 - a. Most Points
 - b. Most Wins
 - c. Head-to-Head (if applicable)
 - d. Goal Quotient = Goals for / (Goals for + Goals against)
 - e. Least Penalty Minutes
 - f. Coin-Toss



For complete Schedules, Scores & Standings, visit

www.elks82s.com

or download the FREE TeamSnap Tournaments App for Android or iOS to keep up to date with the latest schedules, scores & standings in our

Elks Central Canada Tom Thumb Tournament!