



## 2025 GREAT LAKES CUP TOURNAMENT RULES AND REGULATIONS

**\*\* THESE RULES ARE SUBJECT TO CHANGE AT ANY TIME \*\***

- 1. A team official must check-in at the tournament desk at least 30-minutes before each game to verify the team roster on the electronic game sheet.** Teams can view game sheets at <http://gamesheet.app> after each game. Only rostered and approved affiliated players are eligible to play in the tournament.
- 2. The maximum number of players to be dressed for each game is nineteen (19). Affiliated players will be accepted at any time during the Tournament. No more than five (5) carded team officials are permitted on the bench during any game. Any team with ineligible players or bench staff participating in a game will be disqualified from the Tournament.**
- 3. Games won by a disqualified team, or a forfeit will be considered a win for the opposing team at a score of 3-0.**
- 4. All teams must bring two sets of uniforms. The HOME team wears DARK jerseys, and the VISITING team wears LIGHT jerseys.**
- 5. The Tournament Officials will settle any dispute arising from the interpretation of the tournament rules. All decisions are final, and protests will not be permitted.**
- 6. Suspensions for various infractions will be administered per the 2024-25 OHF Minimum Suspensions List. A Team Official must check the game sheet at <http://gamesheet.app> after each game and list suspended players on the electronic game sheet before the next game. Any team permitting a player to participate in a game that they are suspended will forfeit the game 3-0.**
- 7. All OHF and Alliance Rules will apply plus:**
  - a) All teams will be permitted one (1) 30-second timeout for ALL games.**
  - b) All players must follow their league requirements for Neck Guards and Mouth Guards.**

### **DRESSING ROOM POLICY**

Team officials are responsible for ensuring that the rooms are vacated at the appropriate times and left in a sanitary condition. Any damages to facilities will be billed to the offending teams and must be paid before continuation in the Tournament is permitted.

### **TAILGATING (ALCOHOL)**

**Tailgating in the parking lot is strictly prohibited.** The consumption of alcohol in non-licensed public areas is illegal. If the Facility Staff receive complaints of this nature, they are instructed to call the police immediately. Teams that are found violating this policy risk removal from the Tournament and acceptance into future Tournaments.

## GAME TIMES AND PROCEDURES

1. Before the Tournament, each team must submit an approved roster and travel permit. A team representative must review and sign the electronic game sheets before each game. Please check that all players are correctly listed, and suspensions are properly documented.
2. All teams must be prepared to start up to 15-minutes prior to their scheduled game time. The first game of the day is not permitted to start early under any circumstance.
3. All games will start on a fresh sheet of ice. **Period lengths will be 10-15-15 stop-time.** The U14 (2011) division will receive a flood after the conclusion of the 2<sup>nd</sup> period. The Tournament Committee reserves the right to eliminate the flood between periods due to time constraints or delays.
4. A 3-minute warmup will be permitted before the start of each game. **Teams are required to bring their own pucks, water bottles, and medical supplies.**
5. **The time clock will switch to running time during the 3<sup>rd</sup> period when the goal differential is five (5) or more.** All penalties called during running time will be time and a half. A penalty cannot be completed during a stoppage of play. The player may not leave the penalty box until the puck is dropped. The clock will continue with running time until the goal differential is reduced to 3 or less. **There will be no running time in Elimination Games.**
6. **There will be no planned curfew for games,** but the Tournament Director reserves the right to curfew games prior to their commencement due to circumstances beyond our control.

## TOURNAMENT HEADQUARTERS

The Schedule and Standings will be posted on the Huron-Perth Lakers website. They will also be posted outside Tournament Headquarters at the following location:

**Stratford Rotary Complex, 353 McCarthy Road, Stratford**

## ROUND ROBIN AND PLAYOFF FORMAT

### **U12 AAA (2013)**

1. All Teams will play 4 Round Robin games.
2. Teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss in Round Robin play.
3. The Top 8 teams from Round Robin play will advance to the **Quarter Final**.
4. The remaining eight (8) teams will be seeded in the **Quarter Final** as follows:
  - 1<sup>st</sup> Seed vs 8<sup>th</sup> Seed**
  - 2<sup>nd</sup> Seed vs 7<sup>th</sup> Seed**
  - 3<sup>rd</sup> Seed vs 6<sup>th</sup> Seed**
  - 4<sup>th</sup> Seed vs 5<sup>th</sup> Seed**
5. There will be **no re-seeding** after the Quarter Finals have been determined.

## **U14 AAA (2011)**

1. Teams will play 4 Round Robin games. The **Huron** division will play all teams in the **Ontario** division. The **Erie** division will play all teams in the **Superior** division.
2. Teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss in Round Robin play.
3. The Top 2 teams from each division after Round Robin play will advance to the **Quarter Final**.
4. The remaining eight (8) teams will be seeded in the **Quarter Final** as follows:
  - 1<sup>st</sup> Huron vs 2<sup>nd</sup> Superior**
  - 1<sup>st</sup> Ontario vs 2<sup>nd</sup> Erie**
  - 1<sup>st</sup> Erie vs 2<sup>nd</sup> Ontario**
  - 1<sup>st</sup> Superior vs 2<sup>nd</sup> Huron**
5. The remaining four (4) teams will be **re-seeded** after the **Quarter Final** based on **ALL** games played.

## **SEMI-FINAL SEEDING**

The highest seed will play the lowest as follows:

- 1<sup>st</sup> Seed vs 4<sup>th</sup> Seed**
- 2<sup>nd</sup> Seed vs 3<sup>rd</sup> Seed**

The highest seed will be designated the HOME team for all Semi Final games.

## **TIE-BREAKING FORMULA**

Tiebreakers will be determined as follows:

1. Head-To-Head (Only applies if 2 teams are tied. If 3 or more teams are tied, go to next tiebreaker)
2. Team With Most Wins
3. Goal Differential: GF / GF+GA. (The max goal differential per game shall be no greater than 7)
4. Least Goals Against
5. Most Goals Scored
6. Least Penalty Minutes
7. Coin Toss

**In the case of any disputes, the decision of the Tournament Committee will be final.**

## **OVERTIME (ELIMINATION GAMES)**

1. In Elimination Games, at the end of regulation time, where the game is tied, a 5-minute 3 on 3 sudden death overtime period will be played. A 10-minute 3 on 3 sudden death overtime period will be played in the **Championship** Game.
2. If teams are still tied after the overtime period, a three (3) player shootout will occur. Each team will select three (3) different shooters, to shoot on the opposing goalie. The **HOME** team will shoot first, followed by the **AWAY** team, until all three shooters from both teams have had a turn.
3. If still tied after 3 shooters, a sudden victory shootout will occur. The **HOME** team will shoot first, followed by the **AWAY** team, until one team has scored, and the other has not.
4. A player may **NOT** shoot twice until all other players have taken a shot.

## GENERAL INFORMATION

### DRESSING ROOM KEYS

The keys for the dressing rooms must be picked up at the Tournament Desk. Car keys or ID will be held until the key is returned. Only registered players and team officials are permitted in the dressing rooms. Teams are responsible for ensuring their dressing rooms are locked and secure. The Tournament will not be responsible for any lost or stolen items.

### DISPUTE OF REFEREE CALLS

**The Tournament has no authority to overturn or change any call or make changes to a game sheet.** The referee's decision will be final, and no appeals will be accepted. In the event of an error on the game sheet, the Tournament Director, in conjunction with the Referee Supervisor, reserves the right to fix such errors with the appropriate supporting video evidence.

### TOURNAMENT OFFICE

Only registered Team Officials are permitted in the Tournament Office at any time. Please ensure during this time that rosters are verified, dressing rooms keys are obtained, and any suspensions are documented. **The iPads are NOT to be removed from the tournament office by teams.**

### HOTEL POLICY

Teams are responsible for following all policies outlined by the Hotels. **Teams not following the policies of the Hotel will be removed from the Tournament without a refund.**

### INSURANCE

The Great Lakes Cup Tournament, its committee, volunteers, advertisers, or others directly or indirectly involved in the Tournament will not be held responsible for injuries caused by or to any player, parent, coaching staff, or spectator. Please ensure that all players are covered by insurance before participating in the Tournament.

## AWARDS

1. Cwench Player of the Game will be awarded to both teams in all Elimination Games. After the game, each team must select a player from the opposition to receive the award. Both teams will line up on the blue line and a Tournament Representative will call up the player selected from each team.
2. Tournament Champions will be recognized on the Great Lakes Cup Trophy and be photographed with the Cup. A team trophy will also be presented to the winning team to take home to their association's trophy case. The Finalists will receive a 2<sup>nd</sup> place tournament medallion.

