



2024 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 **2023-24 OHF Minimum Suspensions List**. The Team Official's responsibility is to 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. All bench staff 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 at the discretion of the referee. 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 (2010) division will receive a flood after the conclusion of the 2nd 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 3rd period when the goal differential is five (5) or more. **Running time will remain for the duration of the game.** Penalties will be time and a half during running time. Penalties cannot be completed during a stoppage of play during running time. **This rule applies for Round Robin games only.**
6. **There will be no curfew for games,** but the Tournament 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 (2012)

1. Teams will play 4 Round Robin games. The **Huron** division will play all the teams in the **Ontario** division. The **Erie** division will play all the 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:
 - 1st Huron vs 2nd Superior**
 - 1st Ontario vs 2nd Erie**
 - 1st Erie vs 2nd Ontario**
 - 1st Superior vs 2nd Huron**
5. The remaining four (4) teams will be re-seeded after the Quarter Final based on ALL games played.

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1st Ontario vs 2nd Erie
1st Erie vs 2nd Ontario
1st Superior vs 2nd Huron

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SEMI-FINAL SEEDING

The remaining four (4) teams will be seeded 1-4 based on overall points in ALL games played. The highest seed will play the lowest as follows; **1 vs 4 & 2 vs 3**.

TIE-BREAKING FORMULA

Tiebreakers will be determined as follows:

1. The team with the most wins
2. Goal Differential: GF / GF+GA. (The max goal differential per game shall be no greater than 7)
3. Least Goals Against
4. Most Goals Scored
5. Least Penalty Minutes
6. Coin Toss

The highest seed will be designated as the **HOME** team in the QF, SF, and Championship games.

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 visiting 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 visiting team, until one team has scored, and the other has not.
4. A player may not shoot twice unless all players have taken a shot.

GENERAL INFORMATION

DRESSING ROOM KEYS

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 always locked and secure. The Tournament will not be responsible for any lost or stolen items.

DISPUTE OF REFEREE CALLS

The Tournament has no authority or ability 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 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

All hotels must be booked through HTG Sports using the Booking Link. Teams are responsible for following all policies outlined by the Hotels. **Teams not following the policies of the Hotel will be ejected 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. Player of the game will be awarded to both teams in the Quarter-Final, Semi-Final, and Championship games. After the game, each team must select a player from the opposing team to receive the award and notify the tournament official of their selection. Both teams will lineup on their blue lines and the tournament official will distribute the awards to both teams.
2. Tournament Champions will be recognized on the Great Lakes Cup Trophy and be photographed with the Cup. In addition, all champion participants will receive an individual replica of the tournament cup to take home with them. A team trophy will also be presented to the winning team to take home to their association's trophy case. The tournament finalists will receive a 2nd place tournament medallion.