



**ONTARIO SLEDGE HOCKEY
ASSOCIATION (OSHA)**

2016 CRUISERS CUP



TOURNAMENT RULES, REGULATIONS and PROCEDURES

This document is modified from the rules and playing conditions that will be in effect for all tournaments sanctioned by the Ontario Sledge Hockey Association. It outlines time penalties for delay of the start of the game (rule 3.a), penalties for missing or improper equipment (rule 11) and overtime procedures for playoff games (rule 3.d).

It also outlines how National Team players can participate as players ("Divisions" section, rule 2).

1. Registration Procedures: you will be asked to provide the following (some may have been done in advance):
 - final roster: no additions can be made without dropping a player from your roster and getting approval of the Tournament Coordinator. Only rostered players are eligible to play
 - proof that each player is insured: submit a roster and insurance numbers
 - confirmation that a trainer will be present on the bench for each game

2. OSHA Official Playing Rules, with tournament specific adjustments as noted below (ie: scoring) are in effect during Ontario Sledge Hockey Association sanctioned tournament play. The OSHA Playing Rules are available on the OSHA website: <http://www.ontariosledge.com/resources/rules/>

3. Warm-ups and length of play:
 - a. When the zamboni leaves the ice, the timekeeper will put 12 minutes on the game clock and start it. This is the time allowed for getting on the ice, warming up and to line up at centre ice. A buzzer will go off with one minute remaining. If one or both teams have not lined up at the point the time clock reaches zero, the clock will start counting down, and a time penalty will be enforced. A 2 minute bench minor will be assessed for not being ready. When both teams reach centre ice, the clock will pause, and the period will then continue with the remaining time left. The team that is unable to ice 6 players by the end of the first period, they will forfeit the first period. If the team then cannot ice 6 players by the start of the second period, they forfeit the game, resulting in the opposing team receiving a total of 5 points and a 3-0 win.

b. **Junior Games:** two 10 minute stop and one 12 minute stop time periods. Penalties two minutes stop time. Teams will not change ends to start each period. EXCEPTIONS: IF there is a goal differential of 5 or greater the game clock will be switched to straight/running time and this will continue through the rest of the game regardless of change in score. Tournament organizers reserve the right to have the last period running time due to availability of ice. Penalties will be three minutes straight time during these two scenarios.

Intermediate Games: two 12 minute stop one 15 minute stop time period. Penalties two minutes stop time. Teams must change ends to start each period. EXCEPTIONS: IF there is a goal differential of 5 or greater the game clock will be switched to straight/running time and this will continue through the rest of the game regardless of change in score. Tournament organizers reserve the right to have the last period running time due to availability of ice. Penalties will be three minutes straight time during these scenarios.

c. Games may start up to fifteen (15) minutes early, except the first game of the day. TEAMS MUST BE PREPARED TO START EARLY.

d. **Play-Off and Championship Games**

1. Game lengths will be the same as in Round-robin play. There will be no curfew but the Tournament Chairpersons reserve the right to curfew games prior to their commencement.
2. Tied playoff games will be decided in sudden victory in 4 on 4 play, **including** goaltenders (3 skaters and 1 goalie). Overtime period will be 5 minutes stop time in length.
3. Penalties in Overtime: Coincidental minors will see those players replaced on the ice. Teams receiving a penalty in overtime will play one man short (ie. 4 on 3, including goaltenders). If a team receives a 2nd penalty then that player is removed from the overtime for two minutes and opposing team will add one player (ie. 5 on 3) until first whistle after the penalty has expired.
4. If still tied after the overtime period, a shootout will be used to break the tie and will be conducted as follows:

Each team must have an equal number of shots on the net. Three players will be designated for the shootout, which will be conducted with one player from each team taking a penalty shot from center ice, one team at a time, with the home team shooting second. The team with the most goals wins. If there is a tie after the initial three shots have been taken, each team will send one shooter out to take a penalty shot. This will continue until one team scores and the other does not. Players may not be used a second time until all players (except goalies) have been used once. Goalies can be exchanged at any time during the shoot-out.

4. All teams shall bring two sets of uniforms. The home team on the schedule will wear light sweaters. If only one team has an alternate set of sweaters they will be required to wear the set that is opposite to the other team.

5. Any dispute arising from the interpretation of the tournament rules will be settled by the tournament officials. All decisions are final and no appeals are allowed.

6. Player suspensions for various infractions will be administered as per **Ontario Sledge Hockey Association** rules. Any team permitting a player to participate in a game that he/she is ineligible for will automatically forfeit the game 3-0 and the winning team awarded 5 points in the standings.

7. All teams will be allowed one (1) 30 second time out per game.

8. Game sheets will not have to be signed by individual players. Coaches must ensure that the rosters on the game sheets are current and correct at registration. Bench personnel must sign **EACH** game sheet.

9. Ice will be flooded prior to each game. Tournament Organizers reserve the right to cancel floods if needed to get schedule back on track.

10. **Pushers:** Coaches are responsible for ensuring pushers follow **OSHA** rules:

An athlete who could not otherwise move a sledge will be allowed to play with a pusher. These players will be able to play in the neutral zone and attacking zone without any space (ice) limitations.

Pusher/players are not allowed to play within an area in their defensive zone bounded by the area with lines drawn from the defending goal posts to end face-off spots and out to intersect with the blue line (See figure #1). This allows the player to play within his/her defensive area but out of the slot area for safety and to limit interference of play.

- a. The pusher may not intentionally stop or pass the puck with their skates
- b. The pusher may not skate as fast as a puck carrier
- c. The pusher may not skate faster than the average speed of the players on the ice of both teams.
- d. The pusher may not skate backwards with the player – only to turn
- e. The pusher may not use a hockey stick to push – handles or by hand
- f. The pusher may not coach other players on the ice while pushing
- g. The pusher may not dominate or intimidate other players
- h. The pusher will perform to the skill level of the player being pushed

After one (1) warning of any infraction of the above is committed, a minor penalty will be assessed for interference to the player and pusher and both will be required to sit in the penalty area.

11. **All players/pushers** must wear full equipment as per OSHA rules. One warning shall be issued before the start of the game, and a 2-minute delay of game shall be assessed to each offending player/pusher after that point. Furthermore, the player cannot resume play until they have full equipment on.

12. The schedule, when set will be final with no changes unless Tournament Scheduler must do so due to unforeseen events.

13. Acceptance of the team's entry releases the Ontario Sledge Hockey Association, The Tournament Committee, Officials, the Arena Management and all connected with the Tournament from any liability for injury or accident which may be incurred by a player or team official while travelling to/from or attending/participating in the Tournament.

14. Vandalism occurring in any of our arenas will be reported to the Tournament officials who in turn will submit a bill to the offending team. In order to avoid such incidents, please ensure a team official checks the dressing room that they have been assigned before the players enter, to ensure there is no damage and after all players have left.

15. Levels in Emergency Care
- a. Qualified trainers each team provides
 - b. Walk-in clinic. See Tournament Office for location
 - c. Ambulance: Dial 911

TRACKING POINTS

<i>Per Period Points:</i>	
If your team wins the period	1.0 points
If your team loses the period	0.0 points
If the same number of goals are scored in a period	0.5 point each
<i>Per Game Points:</i>	
If your team wins the game	2.0 points
If your team loses the game	0.0 points
If the game ends in a tie (no overtime in preliminary round games)	1.0 point each

DIVISIONS

1. To be created by tournament organizers.
2. The "A" division will permit a maximum of four active players from the National Team to be on a clubs tournament roster.
 - a. All four National Team players attached to a club for the tournament must play with their local club (as per OSHA Residency Guidelines) participating in the "A" division.
 - b. A maximum of two of the players may be on the ice at any one time.
 - c. All four National Team players must be declared with the tournament organizers as soon as possible.
 - d. Tournament organisers have the right to add a National Team player that has no local club in the area as per OSHA Residency Guidelines.
 - e. Any questions or concerns arising from National Team players' participation should be brought to the tournament organizers.

TIE-BREAKING FORMULA

If there are ties in the standings at the end of round robin play, the following procedures will be used:

1. If two teams are tied in points and one has a win over the other, the team with the win will advance.
2. Goal Differential:

If 2 teams are tied, or if 3 teams are tied, the team (s) with the highest plus, after taking the total goals for, minus the total goals against, will advance. Example:

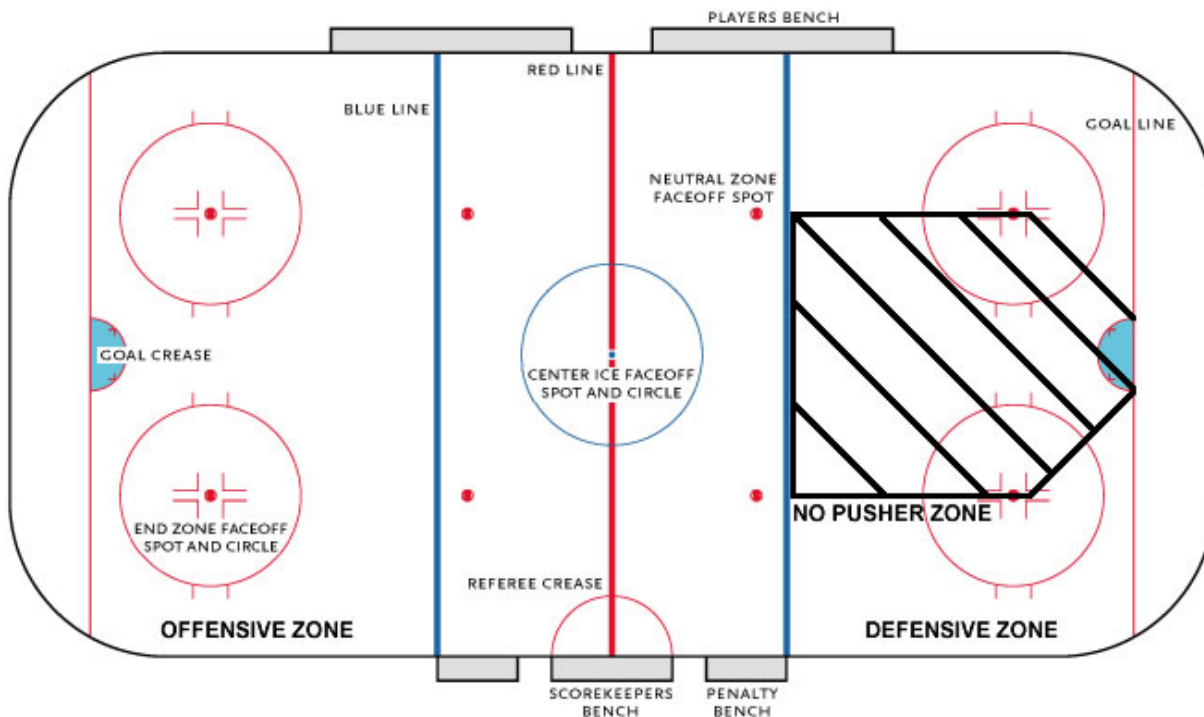
Team A: 10 goals for and 4 against = difference of 6
 Team B: 10 goals for and 5 against = difference of 5.
Therefore, Team A advances.
3. Goal Average:

Divide total number of goals for AND against into the total number of goals for. Highest percentage wins the higher position. Example

Team A: 14 goals for and 8 against = $14/22 = 6.36$
 Team B: 10 goals for and 4 against = $10/14 = 7.14$
Therefore, Team B advances.
4. If still tied, the team (s) with the fewest goals against will advance
5. If still tied, the team (s) with the lowest penalty total will advance
6. If still tied Tournament Officials will decide on the advancing team(s) through a coin toss.

FIGURE #1 – PUSHER RULE

Rule 10



The area blocked out in the defensive zone is the area that the player/pusher may not play within.

A minor penalty will be assessed for interference if violation of this rule occurs.