



32nd Annual HAMILTON STEEL CLASSIC Dec 6 to 8, 2024

TOURNAMENT RULES

All OMHA, OHF and Hockey Canada rules will apply (NECK GUARDS and MOUTH GUARDS ARE MANDATORY *if compulsory* by your Governing Body re: Insurance Coverage) plus the following additions:

1. Each team's designated coaching staff must report to the arena for the first game **ONE HOUR** before game time to present any necessary documentation which is owing to tournament officials. All games will start on time.
2. Team officials must present prior to their first game:
 - a. An **approved** (by their governing body – i.e., OMHA, Alliance, GTHL, NOHA, USA Hockey, etc.) **Player Roster/ Declaration List and Affiliated Player List *plus the corresponding team rosters that the affiliated player/players are listed on to the Tournament Designate.*** Only those players approved on the lists will be eligible to play.
 - b. A travel permit or letter of permission from their local hockey organization must be presented to tournament officials prior to the first game.
 - c. If teams do not have the proper approved player and team official documents (as outlined in 2-a) for registration at the time of the Tournament, they will not be permitted to participate in the tournament games until the proper documents are presented.
 - d. All teams must have a **Certified Trainer** on the bench at all games. If a **Certified Trainer** cannot be available, please indicate on your form and we will ensure that your opponent's Team Trainer will sign off on the game sheet for **both** Teams.
3. All Player and Coaching Staff Official Registration documents (as outlined in 2-a) must be available for examination at any time during the Tournament upon request.
4. All teams must be prepared to play **thirty (30) minutes prior to the start of their game**. Any team failing to ice a Team (Players: minimum of 7 skaters plus 1 goaltender; Team Officials: 1 Carded Head Coach and 1 Carded Trainer) shall forfeit that game (1- 0).
5. If a player is late for a game, they must listed be on the game sheet and on the ice **before the end of the 2nd period**.
6. All players must wait until the ice machine is off the ice and the gate is closed before entering the ice pad.
7. Players may be subject to suspension from the tournament for entering the ice pad early.
8. In the event of a five (5) or more goal differential in the third period. the game will change from stop time to running time. The Tournament Committee shall have the authority to curfew any game extended unnecessarily due to conflicts between opponents either on or off the ice, assessment of major penalties, disputes with referees, etc.
9. Starting line-ups will shake hands at the start of each game.
10. **4 Game Guarantee in all Divisions.**

Game Length consists of 3 periods of:

 - ALL Divisions: Preliminary, Qualifiers, Quarter Finals and Semi-Finals 10-15-15
 - U10 (2014) to U13 (2011) – Championship Finals 10-15-15
 - U14 (2010) and U15 (2009) – Championship Finals 15-15-flood-15



11. Teams will be allowed a 2-minute warm-up before each game.
12. Teams must be prepared to play two minutes after the ice machine leaves the ice and the gate is closed.
13. Each team is allowed one-30 second time-out during the game.
14. All players must use CSA approved equipment including mouth guards - as per the stipulation of your Governing Body re: Insurance Coverage. Goaltenders must use CSA approved helmets, neck guards, drop shields and mouth guards as per the stipulation of your Governing Body re: Insurance Coverage.
15. **ALL PLAYERS MUST LEAVE HELMETS ON UNTIL THEY LEAVE THE ICE**. The team designated as the HOME team must occupy the HOME bench and wear LIGHT colour jerseys while the team designated as the VISITOR team must occupy the VISITOR bench and wear DARK colour jerseys. Home and Visitor Teams are designated as such on the Official Game Sheet.
16. All game suspensions shall be assessed as per 2024-25 OHF Minor Hockey Minimum Suspension List. The only exception is a fighting major as below.
17. Any **FIGHTING MAJOR** will result in automatic player disqualification from the remainder of the tournament.
18. The point system for round robin games will be awarded as follows:
 - a. 2 points for winning the game.
 - b. 1 point for a tied game.
19. If there is a tie between the Teams in the Pod to determine standings or to determine 1st Place or 2nd Place Finishers at the end of the Preliminary Round – the following procedure will be used to break the tie:

1. Two Teams Tied

- 1.1. The winner of the Round-Robin game between the two tied teams gains the higher position.
- 1.2. The team with the most wins in the Round-Robin gains the higher position.
- 1.3. If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.

NOTE: All Round-Robin games are included.

Example: Goals for 10 - Goals against 4: **Percentage: 10 divided by (10 + 4) = .714**

- 1.4. If the two teams are still tied after 1.1, 1.2 and 1.3 have been applied, the team with the least number of minutes in penalties throughout **all the Round-Robin games**, gains the higher position. **All misconducts are to be included in the penalty minute count.**
- 1.5. If the two teams are still tied after 1.1, 1.2, 1.3 and 1.4 have been applied, and then the team which scored the first goal in the game between the tied teams gains the higher position.
- 1.6. If the two teams are still tied after 1.1, 1.2, 1.3, 1.4 and 1.5 have been applied, a single coin toss will determine which team gains the higher position.



2. Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd, or 4th seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

2.0. If three teams or more are tied, the point record established in the games **among the tied teams** only will be used as the first tie breaking formula in deciding which team(s) shall advance. **This is used only when you have 5 Teams in a division. For a 4 Team Division please start the tiebreaker at 2.2**

2.1. If the teams are still tied after 2.1 have been applied, the team with the most wins (among the tied teams) would gain the highest position.

2.2. If the teams are still tied after 2.1 and 2.2 have been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.

NOTE: All Round-Robin games are included.

Example: Goals for 10 - Goals against 4: **Percentage: 10 divided by (10 + 4) = .714**

The exercise of 2.3 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. **They do not go back to the “two Team Tiebreaker.”**

Example A: Team A - .714 = 1st Seed – Advances
 Team B - .500 = 3rd Seed – Does not Advance
 Team C - .650 = 2nd Seed – Advances

Example B: Team A - .714 = 1st Seed – Advances
 Team B - .500 = Still tied with Team C – go to next step 2.4
 Team C - .500 = Still tied with Team B – go to next step 2.4

Example C: Team A - .650 = Still tied with Team B – go to next step 2.4
 Team B - .650 = Still tied with Team A – go to next step 2.4
 Team C - .500 = Does not Advance

2.3. If the teams are still tied after 2.1, 2.2 and 2.3 have been applied; the team with the fewest goals against (all Round-Robin games played) will gain the highest position.

2.4. If the teams are still tied after 2.1, 2.2, 2.3 and 2.4 have been applied; the team with the most goals for (all Round-Robin games played) will gain the highest position.

2.5. If the teams are still tied after 2.1, 2.2, 2.4 and 2.5 have been applied; the teams to qualify would be the team that received the least number of minutes in penalties throughout the Round-Robin games.

2.6. If the teams are still tied after 2.1, 2.2, 2.5 and 2.6 have been applied; a coin toss shall determine the winner. In a three-team coin toss, the odd team (three coins are tossed) gains the highest position.



U10 - 7 Teams
1 Division of 7 Teams in Round Robin Play
<ul style="list-style-type: none"> Teams placing 1st, 2nd, 3rd and 4th advance to the Semi Final 1st Place Division A plays 4th Place Division A 2nd Place Division A plays 3rd Place Division A

U11 - 10 Teams
2 Divisions of 5 Teams in Round Robin Play
<ul style="list-style-type: none"> Teams placing 1st and 2nd in each division advance to the Semi-Final 1st Place in Division A plays 2nd Place in Division B 1st Place in Division B plays 2nd Place in Division A

U12 - 12 Teams
3 Divisions of 4 Teams in Round Robin Play
Advancing to Qualifier and Quarter Final
<ul style="list-style-type: none"> After round robin games are played - the teams are reseeded as follows: <ul style="list-style-type: none"> (i) The first determiner is the team's total points. (ii) The second determiner is the team's GF % .
Qualifier Round
<ul style="list-style-type: none"> Second and third seeded 2nd Place Finishers advance to the Qualifier Round Teams placing 3rd and 4th in each division advance to the Qualifier Round
Quarter Final
<ul style="list-style-type: none"> Teams placing 1st place in each division advance to the Quarter Final Top seeded 2nd Place Finisher advance to the Quarter Final

U14 - 14 Teams
2 Divisions of 7 Teams in Round Robin Play
Quarter Final
<ul style="list-style-type: none"> Teams placing 2nd and 3rd place in each division advance to the Quarter Final 2nd Place Division A plays 3rd Place Division B 2nd Place Division B plays 3rd Place Division A
Semi Final
<ul style="list-style-type: none"> Teams placing 1st place in each division advance to the Semi Final

U13 - 15 Teams
3 Divisions of 5 Teams in Round Robin Play
Advancing to Quarter Final and Semi Final
<ul style="list-style-type: none"> Teams placing 1st and 2nd in each division advance. The top 6 teams advancing will be reseeded as: <ul style="list-style-type: none"> (i) The first determiner is the team's total points. (ii) The second determiner is the team's GF % .
Quarter Final
<ul style="list-style-type: none"> The 3rd, 4th, 5th and 6th seeded teams advance to the Quarter Final
Semi Final
<ul style="list-style-type: none"> The 1st and 2nd seeded teams advance to the Semi Final

U15 - 16 Teams
4 Divisions of 4 Teams in Round Robin Play
Advancing to Qualifier and Quarter Final
<ul style="list-style-type: none"> After round robin games are played - all teams advance to the Qualifier Round to play a crossover game.
Quarter Final
<ul style="list-style-type: none"> Teams winning their qualifier game advance to the Quarter Final



OVERTIME FORMAT

Round-Robin Games – NO Overtime will be played in Round-Robin Games

Qualifiers, Quarter Finals, Semi-Finals, and Championship Games

1. **4 on 4** for 5 minutes. The team's goalies will be on the other end of their team's bench.
2. The duration of a minor penalty in overtime is 2 minutes
3. At the end of the regular game, minor penalties will be carried over in the Overtime Process.
4. Any player serving a major penalty at the end of a regular game would not be eligible to play in the Overtime Process.
5. The ejected player's penalties in the regular game will apply to the Overtime Process in the same manner that they would apply to the next game. **Example:** If the player were ejected in the game for a Game Misconduct (GM) that player **would not** be eligible to play in the Tie-Breaking Process.
6. The goaltender must remain on the ice at all times. The only exception would be during a delayed penalty call.
7. If no goal is scored after the 5 minutes of **4 on 4**, another 5 minutes of **3 on 3** will start with the goalies staying in their ends from the **4 on 4**.
8. If no goal is scored after the 5 minutes of **3 on 3**, a shootout format from the NHL will be applied.
9. A face off at Center Ice will occur at the beginning of each round in the Overtime Process.

No protests will be accepted. The Tournament Committee's decisions will be final.