



Tournament Rules

- All teams must submit their roster to hockey@thestjames.com at least 3 days prior to the first game of the tournament. Only players listed this roster are eligible to participate. Jersey numbers must be added before your first game. Any team found using a non-rostered player(s) will forfeit all games the non-rostered player participated in.
- All participants must show ID and sign a participation waiver at check in before stepping on the ice.
- STJ has partnered with GameSheet Inc for all tournament statistics, standings, rosters and scheduling. Paper scoresheets will not be utilized, and roster stickers are not needed. Coaches/Captains must confirm their roster is accurate on GameSheet with the scorekeeper prior to the start of the game.
- The home team will wear white/light colored jersey and the away team will wear dark colored jersey. All teams that only have one color jersey must notify their opponent at least 1 hour prior to their scheduled game time.
- Teams must be ready to play 15 minutes prior to their scheduled start time. If the tournament is running ahead of schedule teams are expected to be ready to play 15 minutes early.

GAME FORMAT

- Three minute warm up. Pucks will be provided.
- Three 14-minute periods.
- 2:00 Minor Penalties / 5:00 Major Penalties / 10:00 Misconducts
- **Delayed off-sides**
- A running clock will be used in the third period if a team is ahead by 5 or more goals. If the gap is closed to 4 goals then stop time will resume.

- NO timeouts for Round Robin games. One time-out is allowed in Semi-Final and Championship games.
- Any players or coaches receiving a Game Misconduct must sit the following game.
- Any player or coaches receiving a Match Penalty is disqualified for the remainder of the tournament.
- Suspensions resulting from Game Misconducts, Match or Fighting penalties will not be overturned by the tournament director under any circumstances. No tournament official has the right to change a score sheet or reverse a call from a ref. Once the game is over the score sheet is final.
- Zero Tolerance Policy - STJ Tournament officials reserve the right to remove from the rink any players, coaches or spectators who violate our zero-tolerance policy.

TIE BREAKER SYSTEM

- Round Robin Point System – 2 points for a win, 1 point for a tie, 0 for a loss.
- Maximum goal differential attainable per game is +/- 5
- In the event of one or more teams ending up with the same amount of points in round-robin play final standings will be determined by the following criteria in this order
 - Head-to-Head record
 - Most Wins
 - Goal Differential
 - Least Goals Against
 - Least Penalties
 - Most Shutouts
 - Coin toss
- A tie will remain a tie in round robin play and all consolation games. For playoff and championship games a 5-minute run time sudden death overtime will be played. The teams will switch sides so that each team is defending the goal farthest from their bench. If still tied, we will go to a 3-player shootout with the visiting team shooting first. If still tied, we will go to a sudden death shootout until a winner is decided. Each team must continue through their roster until all players have taken a shot and players will continue to shoot in the same order as their first shots.
- Any forfeited game will be recorded as a 2-0 score.