



LEASIDE HOCKEY ASSOCIATION
1073 Millwood Road
Toronto, Ontario
M4G 1X6

32nd ANNUAL LEASIDE INVITATIONAL TOURNAMENT POLICY
February 1 - 4, 2024 Tournament Sanction #5899

REFUNDS

- Sorry, Registration Fees are non-refundable.

ELIGIBILITY / REGISTRATION

- Only teams at the Select or equivalent level may participate in the Leaside Invitational Tournament ("Tournament"), unless pre-approved by the Tournament Organizing Committee ("TOC").
- Invited teams must register at TeamSnap Tournaments, link provided in the invitation email.
- All registrations are subject to TOC approval.
- Approved Team Travel Permit submission is required prior to participation in a Tournament game.
- Approved Team Roster submission is required prior to participation in a Tournament game.
- Each player must have properly filled out and signed player forms from their organization. These forms do not need to be sent to the TOC but made available upon request.
- Full names (first and last) of all players with their corresponding jersey numbers must be provided for all players taking part in the Tournament. Each team must have Official roster forms available at all Tournament games.
- Players may not play for more than one team in the Tournament.
- After the start of a team's first game, no changes can be made to the team roster.
- Any affiliated player listed on the game sheet must have 'AP' written after the player's name. Without the 'AP' after the name, an affiliated player is regarded as ineligible.
- All affiliated players must be from the designated age group, unless pre-approved by the TOC.
- All teams who are found guilty of knowingly using an overage, suspended player or any ineligible player, including affiliate players where the 'AP' is not shown on the game sheet, will be suspended from the Tournament.

BENCH STRENGTH

U9 and Above

- Each team must register a minimum roster of 13 players and 1 goalie and have a maximum of 17 players and 2 goalies.
- The minimum bench strength for any Tournament game will be 10 players/goalies. There will be no exception to this rule.

U8 and Under

- 16 skaters and 2 goalies are the recommended roster size. There is no maximum or need to designate any players as goalies.
- The minimum bench strength is 12 skaters and 2 goalies (6 skaters and 1 goalie per side).
- U7 & U8 teams will play two simultaneous 4-on-4 games as per CDS rules (cross-ice for U7 and half-ice for U8).

GAMES

- The Tournament schedule is set to best accommodate age and special exceptions requested.
- By registering, each team is confirming acceptance of the schedule.
- Each team will play three games in the round robin format.
- Two points will be awarded for each win.
- One point will be awarded for each tie.
- There are no timeouts allowed.
- All game periods shall be played as follows:



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U8 and Under: 2 x 22 minute run time periods, 2 min buzzer with no stop time whatsoever.

U9 to U13: 10-10-10 minute periods with stop time.

U14 to U18: 10-10-12 minute periods with stop time.

- Teams must be prepared to play at the designated times indicated in the schedule.
- Teams should be dressed 15 minutes prior to start time.
- Games must start at the scheduled time and may start up to 15 minutes earlier than the scheduled time.
- A two-minute penalty will be assessed to the team that causes a delay to the start of the game.
- Between periods, goalies will be allowed time to change ends before the clock will be re-started for the next period.
- Teams not prepared to start at the scheduled time may forfeit the game to their opponent.
- Team officials must be able to present their branch permission forms and certifications if requested.
- Team officials must have on-hand staff cards or numbers.
- Game sheets are to be obtained from the Arena Representative. The visiting team should complete the game sheet first, and then pass it to the home team who will be responsible for forwarding it to the Referee.
- If there is a spread of 5 goals or more in any Tournament game, running time will be in effect. Running time will revert to stop time if the spread reduces to 2 goals.
- The top two teams in each division shall advance to the Tournament Finals.
- If the games are running significantly behind schedule, games may be played at running time. This is at the discretion of the Tournament officials.
- Unless noted below, HC/GTHL rules will apply to all games in the Tournament, including the following:
 - All players must wear certified neck guards.
 - No body checking will be permitted in any age group.
 - Any player or team official receiving a match penalty is out of the Tournament.
 - Suspensions not served in the Tournament will be reported to the team's governing body.

TIE BREAKING FORMULA

In case of a tie in the round robin portion of the Tournament, the tie will be broken according to the following methods in the following order:

Two Teams Tied:

1. Record against other team(s) involved (head-to-head).
2. Total goals for divided by the sum of Total goals for plus Total goals against.
3. Shut Outs.
4. First goal scored in head-to-head match.
5. A single toss of the coin

Three or more Teams Tied:

1. Total goals for divided by the sum of Total goals for plus Total goals against.
2. Shut Outs.
3. First goal scored in head-to-head match.
4. A single toss of the coin.

OVERTIME – FINALS ONLY

- Overtime will only be played in the finals, in the event of a regulation time tie.
- Overtime consists of a three-minute sudden death victory period to be played using a four-on-four format (plus a goalie).



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- If the game is still tied at the end of the three-minute sudden death period, then a two-minute sudden death victory period will be played using a three-on-three format (plus a goalie).
- If the game is still tied after the two-minute sudden death period, a shootout will occur.

SHOOTOUT – FINALS ONLY

- Applicable only if the game is still tied after the two-minute sudden death period above.
- Each team must designate five shooters prior to the start of the shootout.
- Each team is entitled to five shots with each team alternating shots.
- After five shots the team with the most goals is declared the winner.
- If the score remains tied, each team must designate a shooter who has not already been a shooter, and each team takes alternate shots until a winner is declared.
- The same player may not shoot twice in a shootout unless the team has gone through their full roster of skaters.

REFEREES

- Referees and Game Officials must be treated with courtesy at all times by all players, fans and officials of each club. The Zero Tolerance rule is in effect.
- In a game situation, a Referee shall have full authority and the final decision in all matters under dispute, except game times, start of games and periods.
- The Referee's decision shall be final on all questions of fact and not subject to appeal.
- No protests will be permitted.
- No club officials, team officials, players or spectators are permitted to enter the game officials' dressing room at any time.
- Suspensions will be levied for infractions of this rule.

UNIFORMS

- White is the designated "Home" colour.
- In cases where one team has only one set of jerseys and a conflict occurs, sportsmanship dictates that the team with two sets of jerseys will change.
- If both teams have only one set of jerseys and a conflict occurs, the "Home" team shall come up with a substitute set of jerseys or cover-ups.

CONTACT

- TournamentRegistration@LeasideHockey.com for further information.

CHANGES

- Should the TOC make changes to this policy and/or any of the Tournament rules, all registered teams will be notified via TeamSnap Tournaments prior to the commencement of the Tournament.

Thank you,

Leaside Hockey Association