



Blizzard Tournament Procedures: 2026

Section A: General Information

Section B: Game Conditions

1. Team Composition

- a. Rosters of teams are set as per their registered roster
- b. Roster additions must be approved by Host Committee through application and submission of appropriate OSHA documents eg. Player Release forms
- c. Unless otherwise stated active Men's National Team players are not permitted to play.
- d. Woman National Team players cannot play in divisions other than A & B
- e. Nationally carded athletes MAY be eligible to play if they are not playing National games
- f. No player shall play for more than one team in the same tournament
 - g. This is a Club Tournament. Roster additions will be allowed based on the following:

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1. If club roster has 12 players, no additions from other clubs is permitted
2. Teams can add up to 3 players to get to 12 on their roster
3. The three added players cannot substantially change the competitiveness of that club

2. **Uniforms:** all teams shall bring two sets of team jerseys. The home team on the schedule will wear light sweaters. If only

one team has an alternate set of jerseys they will be required to wear the set that is opposite to their opponent's.

3. Coaches must ensure that the rosters on GameSheet.app are current and correct at registration. Head Coaches must sign **the iPAD Gamesheet**, along with their certification numbers, to verify accuracy of information.
4. **Ice** will be flooded prior to each game. Tournament Organizers reserve the right to cancel floods if needed to get schedule back on track.
5. **Warm-ups**
 - a. Time allotted for warm-ups is short. Have players stretched and sitting on sleds ready to be helped onto ice for scheduled start time.
 - b. After the Zamboni has completed TWO laps past your bench players may enter the ice surface BUT must remain with backs against the boards until Zamboni doors are closed
 - c. When the doors close after the zamboni leaves the ice the timekeeper will put 17 minutes (Junior) or 19 minutes (Open non-contact & Intermediate) on the game clock and start it. This is the time allowed for getting on the ice, warming up and to play the first period. The first time the game clock will be stopped is at the first whistle after the opening faceoff of the game.
6. **Coaches** are responsible for ensuring pushers follow **OSHA** rules. Violation(s) of any of these rules results in a minor penalty. Specifically, pushers must...
 - a) push by hand or attached bar but not with a hockey stick
 - b) not skate backwards
 - c) not coach other players while pushing
 - d) not play the puck with their skates
 - e) not use excessive speed ie. Travel at the **average** speed of the players on ice of both teams, not equal with the fastest. The pusher cannot overtake any player with the puck.
 - f) wear skates, helmet/face guard and a matching team sweater
7. **Timeouts:** Each team will be allowed one (1) 30 second time out per game.
8. **Forfeits:** teams that cannot field a team will be awarded 0 points for that game and will meet with Tournament Organizers. Opponent will be awarded 10 points.
9. **Length of Games:**
 - a. **Junior:** two 10 minute stop and one 12 minute stop time periods. Penalties are two minutes stop time. Teams will defend the same goal 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 during running time.
 - b. **Open & Intermediate:** two 12 minute stop and one 15 minute stop time period. Penalties two minutes stop time. Teams will 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 during running time.

10. Awarding of Game Points:

Per Period Points:		Per Game Points:	
If your team wins the period	2.0 points	If your team wins the game	4.0 points
If your team loses the period	0.0 points	If your team loses the game	0.0 points
If the same number of goals are scored in a period	1.0 points each	If the game ends in a tie (no overtime in preliminary round games)	2.0 points each

11. Tie-Breaking Formula:

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

- A) If 2 teams are tied in points after round-robin games and one has a win over the other, the team with the win will advance. If teams tied during round-robin play the team with the highest percentage will advance.
- B) If 3 or 4 teams are tied in points after round-robin play. First tie breaker will be points for games between tied teams only. If still tied the team(s) with the higher percentage, will advance. If any step in the tiebreaker only seeds one team, that teams assumes that position. The 3-4 team tie breaker will continue to determine the seeding of the remaining teams. At no time will teams using this formula go back to a 2-team tie breaker. NOTE: – All games are included

Example – Goals for 10, Goals Against 4

Percentage – $10/10+4 = .714$

If a tie still exists in A or B above: Ties will be broken in the following order:

- 1) If still tied the team with least goals against will advance.
- 2) If still tied the team with the most goals for will advance.
- 3) If still tied team which won, the most periods in all games played will advance
- 4) If still tied the team(s) with the least number of penalty minutes will advance.
- 5) If still tied tournament officials will decide on the advancing team(s) through a coin flip.

12. Play-off and Championship Games

- A. Team with higher points in round-robin will be home team. Second tie-breaker is head-to-head.
- B. Game lengths will be the same as in Round-robin play. Tournament Chairpersons reserve the right to curfew games with notification prior to their commencement.
- C. Tied playoff games will be decided in sudden victory in 4 on 4 play, including goaltenders. Overtime period will be 5 minutes stop time in length.
- D. Penalties in Overtime: Coincidental minors will see those players replaced on the ice. Teams receiving a penalty in overtime will play shorthanded compared to their opponent, the non-offending team will play with an extra player. When the offending team's time penalty expires and they should be one less player shorthanded, the appropriate penalized player rejoins the play. At the first stoppage following the expiration of the penalty, each team shall remove the number of players required to achieve four players or the appropriate number of players based on the shorthanded status of the opposing team.
- E. If play is still tied, teams will switch ends and play a second 5-minute stop time period. Tournament Chairpersons reserve the right to move right to Shootout after Overtime period one.
- F. If still tied after the second Overtime, 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 at the same time. The team with the most goals win. 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, to be completed simultaneously. 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 on the shortest roster. Goalies can be exchanged at any time during the shoot-out.