BRING THE HEAT TOURNAMENT RULES

1.         CHA rules and OWHA rules shall apply except where listed below.

2.         All Teams must be registered with the OWHA and CHA. All players and team officials must be signed in on the RAMP app by your team manager.

3.         Any teams from outside Canada require a Travel Permit, Certified Roster and Medical Insurance.

4.         Teams must check in with the convenor at the Seaforth and District Community Centre prior to their first game. A welcome package will be available for pick up at check in.

5.         There will be a maximum of seventeen (17) skaters plus two (2) goaltenders allowed per team, as well as a combined total of five (5) coaches, managers or trainers on the bench. A player may play for only one team during the tournament.

6.         All teams are guaranteed 4 games.

7.         We are using our own tournament website for our official standings and schedule. Teams must be available to play fifteen (15) minutes prior to their scheduled games.

8.       The following rules apply for our 2025 tournament

I. There will be one championship game per division.

II. Round Robin play will determine group placing. Three (3) points will be awarded for a regulation time win, two (2) points awarded for a shootout win, one (1) point awarded for a shootout loss.

III. In all divisions, period lengths will be 10-10-12. There will be a 2 minute warm-up for each game.

IV. During round robin games, ties at the end of regulation time will be broken by a 3- player shootout, with the winning team receiving one (1) additional goal in the final score, which will be included in the goals for and against calculations in the standings.

V. Each team must designate 3 shooters on the game sheet prior to the start of each game (S1, S2, S3).

VI. Players from each team will shoot at the same time.

VII. If tied after 3 shooters a sudden death shootout will commence with each team designating 1 shooter at a time (other than S1, S2, S3) until all players on the team with the least amount of players on the game sheet have shot. This process will be repeated until a winner is decided.

VIII. Any player serving a penalty at the end of regulation time is not eligible to participate in the shootout. If player S1, S2 or S3 is serving a penalty when regulation time ends then the team must select an alternate shooter.

IX. Shooters are placed in penalty box after shooting.

X. No timeouts during round robin games.

XI. Any game with a 5 goal differential will be running time at the start of the third period (or anytime thereafter). A return to stop time will result once a goal difference of 3 is reached.  Return to stop time during penalties taken by leading team.

XII. In the event of a tie in a pool or division after round robin play, the following tie-breakers will be used:

i. Record of most wins

ii. Record against other tied team (not applicable in a 3 way tie or more)

iii. Goals for percentage of all games played (formula to be used is: GF/(GF+GA) = GF%)

iv. Fewest goals against

v. Most goals for

vi. Fewest penalty minutes

vii. Toss of coin.

XIII. In elimination game play (quarter-final, semi-final and final), ties will be broken in the following manner:

A) Overtime, 3-on-3, 5-minute stop time sudden victory.  Players can be changed at any time, goalies may be pulled at any time and a substitute player may be used at any time. Teams do not change ends prior to overtime (or shootouts). Penalties will carry over into sudden death overtime from regular time. At no time will there be less than 3 players on the ice.

B) If still tied after overtime, three player shootout.  Each team must designate 3 shooters on the game sheet prior to the start of each game (S1, S2, S3). Players from each team will shoot at the same time.  Any player serving a penalty at the end of overtime is not eligible to participate in the shootout. If player S1, S2 or S3 is serving a penalty when overtime ends then the team must select an alternate shooter.

C) If tied after 3 shooters a sudden death shootout will commence with each team designating 1 shooter at a time (other than S1, S2, S3) until all players on the team with the least amount of players on the game sheet have shot. This process will be repeated until a winner is decided.

D) Shooters are placed in penalty box after shooting.

E) Referee decisions are final and not subject to appeal or grievance.

F) One thirty (30) second time-out for quarter-final, semi-final, and final games only.

G). Intent to injure and fighting penalties will result in the player being ejected from the game and the remainder of the tournament. Team managers are responsible for sending in their suspensions to OWHA, the same as in any regular season game.

9. No body checking is allowed in any division.

10. All players must wear BNQ Approved Neck Protectors

11. All decisions of the Tournament Organizing Committee are final.

12.  If a team is not able to arrive for a scheduled game due to inclement weather (road closures), they must contact the tournament convener at least 1 hour before the scheduled game time. The tournament committee will make all reasonable attempts to reschedule the game. If, however, it is not reasonable to reschedule the game, the game will be forfeited and the score will be recorded as 1-0.