



**Silver Kings Oldtimers' Hockey Team  
Annual Tournament  
Rules**

**Game Plan:** 60 minute schedule (Clock will start on schedule, even if teams are not on the ice)

2 minute warm-up time

3 Periods of 10 minutes stop time

Mercy rule (if a team is 5 goals ahead the remainder of the game will be straight time, and will revert back to stop time if the goal difference becomes less than 5 again)

There will be no “tie breakers” for round robin games

**Points:**

1. Win = 2 points, Tie = 1 Point, Loss = 0 Points
2. Two teams tied – most wins against each other (if more than two teams tied, eliminate #2)
3. Goals scored minus goals against (3 game total)
4. Highest number of goals scored (3 game total)
5. Least Penalties
6. Earliest goal
7. Committee Decision

Standings will be decided at the 1<sup>st</sup> point that a winner can be declared. No reverting back.

1<sup>st</sup>, 3<sup>rd</sup> place teams will have Home Team advantage in Finals.

**Tie Breakers:** Final Games on “Saturday”

1. Two minute sudden death overtime
2. If still tied, “Shoot Out” will take place.

**Shoot Out:** \* A three man “shoot out” with the highest total goals deciding the winning team. Each team will nominate 3 shooters at the beginning of the shoot out. If still tied, a Sudden death individual shoot out will take place. teams will choose any other team member one at a time in the sudden death shoot out. If one team has used all eligible shooters, both teams revert back to the first shooter. Shots to be taken alternatively with the first shooter being decided by the flip of a coin.



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COHA Official rules apply

1. Player must participate in one round robin game in order to qualify for the final game.
2. Players must be at least 35 years of age (except open division)
3. **Body Contact:** A minor or major penalty, at the discretion of the *Referee* based upon the violence of the impact with an opposing player, shall be assessed to any player who bodies intentionally, pushes, shoves or stands in front of and does not avert body contact with an opponent.
4. **Slap Shot:**
  - a. Oldtimers division: The use of a “**slap shot**”, will result in a stoppage of play and a face-off in the offending team’s end.
  - b. Open Division: is allowed
5. **Fighting:** Any player assessed a fighting penalty will **automatically be ejected** from the tournament!
6. **Match Penalty:** Butt ending, spearing, kicking or any attempt to injure will result in a match penalty and the player will be automatically ejected from the tournament.
7. Any player assessed **three minor penalties in one game** shall be given a game misconduct.
8. **Penalties:**

|                   |                            |
|-------------------|----------------------------|
| <b>Minor</b>      | 2 minutes stop time.       |
| <b>Major</b>      | 5 minutes                  |
| <b>Misconduct</b> | 10 minutes + minor penalty |
9. **Officials:** Any abuse of the officials will result in an automatic minor penalty and at the discretion of the referee, a game misconduct with the possibility of being ejected from the tournament.
10. Any protests will be referred to tournament committee for decision
11. All Referee’s decision will be governed by COHA Rules, in accordance with the CAHA.
12. High sticking the puck will result in whistling down the play.
13. Coincidental minors will result in teams playing at even strength.