

BYTOWN FIRE HOCKEY LEAGUE INVITATIONAL TOURNAMENT 2025

TOURNAMENT RULES

Round-Robin Games

1 period, 43-minutes straight run time. The clock does not stop.
The officials will allow up to a maximum of 2-minutes for warmup.

All minor penalties will be 2-minutes.

Any 3 penalties assessed to a player during the game will result in the ejection of that player for the remainder of the game. An alternate player from the team will serve the 3rd penalty for the ejected teammate.

Anyone fighting or abusing officials will be automatically ejected from the tournament.
Official's ruling will be final.

Far Blue line icing. No touch icing.

Non-contact.

No time outs.

Any time a goalie takes a puck to the head, the play will be whistled dead immediately. Should the puck go in the net off the goalies head the goal will be allowed.

After the 5-minutes remaining mark of the game, all shift changes must be done on the fly. Players will not be allowed to make a change during a stoppage in play; even after a goal has been scored. The only exception to this rule is pulling your goalie and adding a skater. This will be allowed during a stoppage in play.

After the 5-minutes remaining mark of the game, should a team in their defensive end directly shoot a puck out of play (including contacting the ceiling) that team will be assessed a 2-minute delay of game penalty.

All rosters submitted prior to the start of the tournament will be final. Players will not be permitted to play for multiple teams. Goalies will be exempt from this rule.

No Games End in A Tie - Overtime – Shoot out

- Best of 3. Shooters will go one at a time.
- If still tied, will go to sudden death.
- If time permits, players will shoot one at a time. If not, players will go at the same time; it is not a race.
- Must go through entire line up before a player shoots twice.

Regulation win = 3 pts Overtime win = 2 pts Overtime loss = 1 pt Regulation loss = 0 pts

Top 2 tournament teams make the Finals.

Tie Breakers - 1. Most pts 2. Head-to-Head 3. Least number of losses. 4. Most regulation wins

Finals

4:45pm – 2-minute warmup

4:50pm – National Anthem. Starting line ups on their respective blue line.

5:00pm – Two – 22-minute straight run time periods. Goalies do not switch ends. Clock does not stop.
➤ Last 5-minute change on the fly and puck out of play rules will apply to both periods.

Overtime (time dependant)

- 3-minute sudden death 3 vs. 3. Straight run time. Clock does not stop. Puck out of play penalty removed.
- If game is still tied, a best of 3 shoot out will occur. Followed by sudden death.
- If time permits, players will shoot one at a time. If not, players will go at the same time; it is not a race.
- Must go through entire line up before shooting twice.