

Ronald's House of Champions 4 on 4 Hockey Tournament

Dates: September 5–7, 2025

Age Divisions: U8 – U13

Revision Date: May 19, 2025

1. Game Format

- Full-Ice 4 on 4 (non-contact)
- Roster: 8–12 skaters + 1 goalie. On-ice: 4 skaters + 1 goalie per team (see Section 6).
- Game Length: Three 8-minute stop-time periods, with:
 - 3 min pre-game warm-up
 - 1 min intermissions
 - Handshake at the opening face-off
- **Penalties:**
 - Minor = 2 minutes – played 4 on 3.
 - If a second minor overlaps, play 5 on 3.
 - When penalty time expires, play returns to 5 on 5 until the next whistle, then back to 4 on 4.
 - Certified Minor Hockey Referees will be used for this tournament.

2. Division Formats

3-Team Divisions

- Each team plays a 4-game round robin (each opponent twice).
- Teams finishing 2nd and 3rd meet in a semi-final.
- Semi-final winner advances to play 1st place in the championship.

4-Team Divisions

- Each team plays a 3-game round robin (each opponent once).
- All four teams advance to the semis:
 - 1st vs. 4th, and 2nd vs. 3rd.
- Semi-final winners meet in the championship.

5-Team Divisions

- Each team plays four round-robin games (each team you're drawn against once; one bye).
 - Top two teams by points advance directly to the championship.
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3. Scoring & Seeding

- Win: 2 points
 - Tie: 1 point
 - Loss: 0 points
 - Teams are seeded in each division by total points.
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4. Tiebreakers

If two or more teams are level on points, apply the following, in order, until the tie is broken:

1. Head-to-Head Points (only games among tied teams)
2. Most Wins (total wins in division play)
3. Goal Differential (Goals For – Goals Against)

4. Goals For (total goals scored)
 5. Least Goals Against (total goals conceded)
 6. Highest Average Pledges *per player*
 7. First team to register
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5. Playoff & Shootout Procedure

- All playoff rounds are single-elimination, one game only.
- Timeouts are not allowed in any game.
- No overtime—if tied at the end of regulation, proceed immediately to a shootout:
 1. Each team selects 3 shooters.
 2. If still tied, move to sudden-death shooters (continues until one team scores and the other does not).

6. Participants

- **Bench Staff:**
 - Minimum **3 coaches** on the bench (recommended: 2 coaches + 1 trainer).
 - Tournament officials and rink supervisors with first-aid training and kits will be on duty. Contact the rink supervisor immediately with any medical or safety concerns.
 - **Concussion Protocol:** Immediate removal, adhere to return-to-play steps
- **Team Roster & Fees:**
 - **8–12 skaters** plus **1 goalie** per team.
 - \$100 per player, regardless of roster size.
 - Teams register via a designated team representative. Each player submits a registration form with a waiver.

- **Division Placement:**

- Teams are placed based on the **highest level** of any rostered player, using their upcoming-season classification.
 - *Example 1:* Team has eight U11 A players and one U12 A player ⇒ placed in **U12 A**.
 - *Example 2:* Team has seven U11 A players and two U11 AAA players ⇒ placed in **U12 A** (AAA players move up one level).
- **No fill-in players:** Only those officially registered are eligible to play.

- **Bench & Locker-Room Access:**

- **Only** coaches, trainers, and tournament personnel are permitted behind the bench. All others must leave the ice area unless there's an emergency.
- **Locker rooms** are unlocked and shared; **do not leave valuables**. The tournament is **not responsible** for lost or stolen items.
- Any damage or abusive behavior in locker rooms will be charged to the team; **food, alcohol, smoking, vaping, and drugs are prohibited**.

- **Equipment & Safety:**

- Full **OMHA-approved protective equipment** mandatory (see [Equipment Fitting Video](#)).
- **Mouthguards** are highly recommended and **neck guards are** required at all times on the ice.

- **Fill-in Players:**

- Teams that require a player to fill-in can ask a registered player from a **lower age or tier division**. Teams with a suspended player can not call in a fill-in player.

7. Conduct

- **Respect for Officials:**

- No abusive language or unsportsmanlike conduct toward referees or tournament staff. Offenders can be ejected on a case by case basis at the discretion of the

tournament director.

- Coaches and parents may **not dispute** calls—referee decisions are final.
- Continued or unwarranted communication with referees may incur a **delay-of-game penalty** or **ejection**.
- **Punctuality:** Teams must be **on the ice** and ready at their scheduled start time.

Penalties - Individuals (Coaches & Players)

Type of penalty	Penalization	Examples
Minor	2 minutes	Tripping, Checking, Holding, Slashing, cross-checking, high sticking, Delay of game (e.g., not giving enough space, distracting the referee or holding the puck out of play).
Double Minor/Major	4 mins/5 mins	Checking from behind, head-contact, butt-ending, spearing, Slew-footing, Kneeing.
Misconduct/Match–Player/Coach	<ul style="list-style-type: none">● Game Ejection: Any player or coach ejected from a game will also serve a one-game suspension.● Additional Suspensions: Further suspensions beyond one game are at the tournament director's discretion.● Appeals:	Intent to injure, Abuse of officials, fighting, checking from behind, any player deemed to be a frequent offender (this is at the official's discretion – recommended for players receiving 2 majors).

	<ul style="list-style-type: none"> ○ Must be submitted in writing to the tournament director. ○ The director's decision is final and may be issued without further explanation. 	
Multiple Misconducts – Player Coach	Disqualification - Tournament	Player has been disqualified from 2 games.

***See Hockey Canada Chart below.**

Hockey Canada - Penalty Options Chart

This chart does not cover all time penalties but is designed to give the options available for the more common penalty types.

Minor	Major	Double Minor	Match	Minor + Misconduct or Major + GM or Match
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Boarding	Boarding	Butt-Ending	Butt-Ending	Head Contact
Body-Checking	Body-Checking	Head-Butting	Body-Checking	Intent to Injure
Charging	Charging	Leaving the Player's Bench (+GM)	Head-Butting	Checking From Behind
Checking from Behind (+GM)	Checking from Behind	Head Contact	Checking from Behind	Abuse of Officials
Clipping	Clipping	Kneeing	Clipping	Fighting
Cross-Checking	Cross-Checking	Slew-Footing	Cross-Checking	
Delay of game	Fighting	Spearing	Deliberate Attempt to Injure/ Deliberate Injury	
Diving & Embellishment	Head Contact		Head Contact	
Handling or Falling on the Puck	Holding		Physical Harassment of Officials	
Head Contact	Hooking		Kneeing	

High-Sticking (Junior A/Senior)	Interference		Pulling Hair / Grabbing Visor, Helmet or Chinstrap	
Holding	Kneeing		Slew-Footing	
Hooking	Roughing		Spearing	
Illegal Equipment	Slashing			
Instigator/ Aggressor	Tripping			
Interference				
Pulling Hair / Grabbing Visor, Helmet or Chinstrap				
Roughing				
Slashing				
Throwing or Shooting Stick or Object				
Too Many Players				

Tripping				
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