Ronald's House of Champions 4 on 4 Hockey Tournament
Age Divisions: U9 – U13
Revision Date: May 28, 2026

---

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..
- 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.
- Top two teams by points advance directly to the championship (tiebreakers apply).

6-Team Divisions

- Each team plays 3 round-robin games.
- 1st and 2nd place teams receive a bye to the semi-finals. Wildcard 3rd vs 6th, 4th vs 5th. Semi-finals 1st plays winner of 4th vs 5th. 2nd plays the winner of 3rd vs 6th. Winners advance to the championship.

---

3. Scoring & Seeding

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

---

4. Tiebreakers

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

1. MostWins (total wins in division play)
2. Goal Differential
3. Least Goals Against (total goals conceded)
4. Goals For (total goals scored)
5. Highest Average Pledges *per player*
6. First team to register

---

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).
    - **Fill-in players**: Only those officially registered are eligible to play. In the case where a fill-in player is necessary to play the game, approval by the tournament director is needed. Teams with a suspended player can not call in a fill-in player for that reason. Fill-in players are decided on a case by case basis by the tournament director.

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

---

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	• **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**	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).

	discretion. ● **Appeals:** ○ 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**
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				