GLEN MURRAY TOURNAMENT RULES 2026

IN ADDITION TO SSNS RULES:

1. Each team is required to submit a roster with their entry fee.

2. A maximum of 20 players (18 skaters and 2 goalies) may dress for each game. Home team will wear light colored jerseys.

3. Games consist of three 15 minute, stop-time periods, with a flood after the 2nd period and before the start of the next game.

4. The top 2 teams in each division will advance to the semi – finals.

   Teams will be awarded points in the following manner:

   a. 2 points for a win
   b. 1 point for a tie
   c. 0 points for a loss

5. Warm up will be 5 minutes, pucks will be provided and stay on the benches after warm up is complete.

6. Teams must be ready 15 minutes before the scheduled game time, so as to make up time when needed.

7. Any team that doesn't show up for a game will default that game by a score of 5-0. This will result in 2 points for the winning team.

8. The coaching staff is responsible for the conduct of any of their players both on and off the ice.

9. One 30 second time-out per team per game shall be allowed.

10. There will be no protests.

11. All decisions made by the tournament co-chairs shall be final and without appeal.

12. Mercy rule **–** At any time during the third period when a team is ahead by FIVE goals, the clock will run straight time. If the goal margin drops below FIVE goals, then the clock will revert back to stop time. This will only be allowed once. If it happens a second time in the third period, then the clock will run straight time for the remainder of the game.

13. TIES – Round robin games will remain as a tie. In either the semi finals or the championship game, if the teams are tied after regulation, teams shall play a 10 minute 3 on 3 stop time sudden death period. Teams shall not change ends before the start of overtime. If the game remains tied after 10 minutes an additional 10 minute 3 on 3 period will be added.

    a. 3 on 3 for 10 minutes. In the event of a penalty, play will be 4 on 3. If the penalized team receives another penalty the non-penalized team will add another player and it will be 5 on 3. At the end of the penalty the game will continue 5 on 4 or 5 on 5 until the next whistle. The game will then resume back to 3 on 3 depending on the circumstances.

    b. There will be no shootouts in the Semi-Final or Championship game. Games will be decided by 3 on 3 sudden death overtime

14. In the event of a tie for a play off position, the following format will be used:

    If 2 teams are tied:

    1.. Result of games between teams “Head to Head” (only applies if two (2) teams are tied). If this round robin game is tied, the tiebreaker format below will be used.

    If 3 teams are tied, tiebreaker is as follows:

    a. Most wins
    b. Fewest losses
    c. Fewest goals against during all preliminary games
    d. Most goals for during all preliminary games
    e. Fewest penalty minutes (game misconduct penalties shall be recorded as ten (10) minutes)
    f. Flip of a coin

15. Referees decision will be final.

16. The Tournament Co-Chairs reserve the right to change the format of the tournament should it be deemed necessary. This will only happen in emergency situations. (i.e. ice plant goes down, loss of power, weather, etc.)
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17. The no change icing rule will be in effect.

18. The hybrid icing rule will be in effect.