Parry Sound Hockey Club 4rd Annual Bob Beaumont Mid-Season Rec League Tournament Rules

1) All Games will be 3 - 15 Minute Periods with no-stop time and no Overtime periods in the initial rounds.

- 2) Semi-Final and Final Games
 - for JRL Divisions the Games will be 3 15 Minute Periods with the last 3 Minutes of the 3rd Period being stop time if the goal differential is less then 3 goals.
 - for the IRL and the SRL Divisions the Games will also be 3 15 Minute Periods with the last 3 Minutes of the 3rd Period being stop time if the goal differential is less then 3 goals.

3) If Tied at the end of Regulation Time in Semi-Finals or the Finals, Overtime Period(s) will occur.

- -- Periods will be 2 Minutes in length and no-stop time with 3 Players and a Goalie.
- At the end of the 2 Minutes a Horn will sound and 3 New Players will play for 2 Minutes.
- This will repeat until a Winner is declared.
- All players on a team must play in overtime until a duplication can occur.
- Goalie can not be pulled unless there is a delayed penalty.
- 4) Penalties in Overtime
 - Should there be a penalty called in 3 on 3 Overtime, while the offending Player serves the penalty, the non-offending team will play with 4 players, and the team with the penalty will play with 3 players.
 - After the penalty has expired, the team that has been playing shorthanded may put another player on the ice and play 4 on 4 until there is a whistle, Play then resumes back to playing 3 on 3 hockey.

5) Each team is allowed 1-30 Second Timeout during the Semi-Final and Final Games only.

6) All Teams may only use Players officially Rostered to their Division with the exception of Goalies, only when required. Where their own Goalie is unable to play they may borrow a Goalie from another Rostered Team within their division or they may borrow a Goalie from a Team also Rostered up to one division below their own. They may alternately, at any time, dress a player from their own team as a Goalie.

Where a team is short players with 3 or more players missing, Players may be borrowed from other teams within their own Division.

All borrowed players must be equal to or less than the skill level of the player or players replaced.

All borrowed / replacement players must be noted and be approved by the opposing team Coach.