



Soo Pee Wee Hockey League

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## **Ken Closs Christmas Jamboree 2025-26 TOURNAMENT RULES**

Ken Closs Christmas Jamboree rules apply to Soo Pee Wee Hockey League teams (games) in the U9, U10, U11 and U13 age groups.

### **1. PLAYING RULES:**

All jamboree games will be governed by the SPWHL, NOHA and Hockey Canada Rules and Regulations.

### **2. POINT SYSTEM:**

Game scores shall not exceed a 6 goal difference. If the score is 13-2, it will be recorded as 8-2 in the standings and towards any tie-breaking rules that may occur. Standings shall be decided on the following point system: a. 2 points for a win b. 1 point for a tie c. 0 points for a loss.

### **3. TIE BREAKING:**

In the event of a tie, at the conclusion of a round robin series with only two teams tied:

1. The team who won in head to head will take the higher position.
2. If the game was a tie then the team with the greatest number of wins will be given the preference.
3. If wins are the same, preference shall be determined by dividing the total number of goals for and against into the total number of goals for, thus deciding the highest goal average.
4. If still tied, the team with the most shut-outs will take the higher position.
5. If still tied, a coin toss will decide who takes the highest position.

If there are more than two teams are tied for 2 positions or more positions:

1. The higher position will be determined first. The process will begin again for each respective position.
2. The team with the greatest number of wins will be given the preference.
3. If wins are the same, preference shall be determined by dividing the total number of goals for and against into the total number of goals for, thus deciding the highest goal average.
4. If still tied, the team with the most shut-outs will take the higher position.
5. If still tied, a coin toss will decide who takes the highest position.

Once the higher position is decided the tie breaking process starts from the beginning. (Example: if two teams remain then they start with head to head and work their way through until the tie is broken. If there are still more than two teams they start with greatest number of wins and work their way through until the tie is broken).

### **4. OVERTIME RULES:**

Overtime will not be allowed in any round robin games. Only elimination playoff games, semi-finals and the final games will be broken by sudden victory.



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### OVERTIME:

- Teams will not change ends.
- The teams will start with five (5) skaters and a goaltender (2 minute straight time period).
- The next period will have four (4) skaters and a goaltender (2 minute straight time period).
- This will then be followed by 20 minute straight time periods of three (3) skaters and a goaltender until the game ends.
- Players may change on the fly and penalties will be three (3) minute in length in overtime periods.
- Teams will play short-handed when three (3), four (4) and five (5) skaters are involved. The first team to score wins.

### 6. TIME-OUTS:

- Each team will be awarded the opportunity for one (1) thirty-second time out per game during regular time.
- There are no time-outs in overtime.