



# TOP TIER TORONTO

## TTT Rules 2026

### **Tournament Director:**

The Tournament Director shall be responsible for resolving all inquiries or disputes regarding off-ice rule application or interpretation, player eligibility, disciplinary action or any other procedural disputes. He or she will not overturn any dispute concerning rules and/or the judgment applied by on-ice officials. All decisions of the Tournament Director are final.

### **Player Eligibility:**

A player may only play for one team per age group. Birth certificates must be available should the rink manager request for proof of age. All players must appear on the official roster. Rosters are frozen the first day of the tournament as the players step onto the ice for their first game. A player on the roster **MUST** play in at least 1 game prior to semi-final & championship games to be eligible to play in playoff games. Max roster size is 20. **There is no substitution of players who have not been listed on a roster in the round robin portion, and no allowance for players in elimination games who have not ACTIVELY participated in at least 1 round robin game. Teams who do not follow this rule will be removed from the event immediately and without refund.**

### **Player Call-Up Policy**

Players may be permitted to play up one age division to assist a team that is shorthanded. To be eligible, the player must be listed on the team's official tournament roster prior to the start of the tournament.

This is the only circumstance in which a player may be double-rostered. Players participating as call-ups must play in at least 50% of their team's round-robin games to be eligible for playoff competition.

Players may not be used as call-ups or substitutes for another team within the same age division, regardless of whether the teams compete at the Elite or AAA level.

### **Jerseys:**

Home and visiting teams are indicated on the tournament schedule. Home teams shall wear light colored jerseys. Visitors will wear dark jerseys. All jerseys must have a player number clearly displayed.

**Checking:**

Checking will be permitted at 2012 and 2013 birth year. There is no checking permitted in the 2014 and younger birth years.

**Early Start Option:**

All teams must be prepared to play their games fifteen (15) minutes prior to scheduled start time in the event games are ahead of schedule. Players must be ready to step onto the ice when the Zamboni finishes between games. Please have your teams prepared.

**Offsides:**

Delayed (Tag Up) offsides will be utilized.

**Penalty Box:**

Each team is responsible for providing its own penalty box attendant

**Warm Ups:**

A three (3) minute warm up will take place before the start time of the game. Pucks will NOT be provided. Please bring warm up pucks for your team.

**Time Outs:**

One 30 second time out is permitted per team per game.

**Length of Periods:**

Round robin games will be 3 x 15 minute periods.

All games will be played to completion. No games will be protested.

Round Robin games will end in ties. Only Elimination, Semi-Final and Championship games will be played to a winner.

**Period Break:**

There will be a one (1) minute break between each period. It is the responsibility of the coach to ensure their team is ready to go at the start of each period and the sound of the buzzer after timeouts.

**Mercy Rule:**

The mercy rule shall be in effect. If a team at any point during the third period is leading by 5 or more goals the clock will revert to running time. If the difference is reduced to 3 goals or less, the clock will revert back to stop time.

**Officials:**

Please note that SuperSeries Hockey cannot change or alter decisions made by on ice officials.

**Penalties/Match Penalties:**

Penalty times will be as follows: Minor 2:00 minutes, Major 5:00 minutes, Misconduct 10:00 minutes.

Any player and/or team official who is in receipt of a match penalty or gross misconduct will be suspended for any remaining games. Any player that receives a second major penalty will result in an ejection from the remaining games of the weekend.

**On Ice Altercations:**

If a game is interrupted by on ice fighting between players and /or bench staff, then the clock will continue to run. Games times will not be restored until the whistle has blown on the play that immediately follows the on ice fight. Minutes lost will not be restored.

**Division Scoring:**

All divisions will be scored per game as follows:

- a) 2 points for a regulation win
- b) 1 point for a tie (Games are permitted to end in a tie in round robin play)
- c) 0 points for a regulation loss

**Tie Breakers:**

In the event of a tie for playoff seeding, the following criteria will be used to determine the team's placement.

1. Total team points
2. Head to Head (Only if 2 teams are tied)
3. Most Wins
4. Best goal differential (GF - GA)
5. Least number of Goals against
6. Coin toss

### **Elimination or Playoffs Only**

If there is a tie at the end of regulation play, a 5-minute sudden death period will be played 3 on 3. If the overtime does not present a winner, then a shootout, consisting of 3-players from each team will be used to determine a winner.

If O/T does not produce a winner, then teams will participate in a 3 man shootout.

1. Each team will select three (3) players to participate in the shootout.
2. Eligible players:
3. If a player is serving a penalty, he is unable to participate in the shootout
4. Once a player shoots, he/she is no longer eligible to participate until every player on the bench (excluding goaltenders, players serving penalties and/or players that are injured) has shot at least once.
5. The home team shoots last in each round.
6. Once all six (6) players have finished their attempts, the team with the most goals is declared the winner.
7. If, after all six (6) players have finished their attempts, the game remains tied then each team will start the fourth round by selecting one (1) player who has not yet participated in the shootout.
8. The shootout will then continue, one player at a time, with each team having an equal number of turns.
9. During the second round and beyond, the team that scores first, with the other failing to score, is declared the winner.

### **Forfeited Games:**

Any forfeited games will be recorded as a 3-0 score.

### **Goal Differential:**

The maximum goal differential attainable per game is +/- 7.