OFSAA HOCKEY CHAMPIONSHIP

The sole basis for the very existence of high school sport is the contribution it makes to the general educational experience of those students who participate.

PLAYING REGULATIONS

1. Events and/or Classifications:

There shall be two classifications - "A/AA" and "AAA". Associations shall classify their school teams based on the criteria found in Regulation E, Section 2(b).

2. Championship Structure and Procedures:

- a. Each classification shall be organized so that a sixteen (16) team tournament will be over three (3) days and a twenty (20) team tournament over four (4) days (maximum three (3) school days).
- b. All teams are guaranteed three (3) games with a recommended minimum of three hours between games. The recommended three hours are from the beginning of one game to the beginning of the next game.
- c. In a 16 team tournament, each team shall play two pool games on the first day and the final pool game on the second day. Quarter finals will also take place on the second day. Semi-finals and finals will take place on the third day.
- d. In a 20 team draw, the top seed in each pool will play all four pool games in the first two days (maximum of 2 per day). The remaining teams in each pool will play three games in the first and second day (maximum of two per day). On day three, the remaining teams will play their final pool game. Quarter final games will also be played on day three. Semi Finals and finals will be played on the fourth day.
- e. The total number of points obtained by each team determines its order of finish within the pool. Points will be awarded as follows; Win = 2; Tie = 1; Loss or Default = 0.
- f. The teacher-coach/supervisor <u>must</u> attend the coaches' meeting. If the coach is a non-teacher, both the teacher-supervisor and the coach must attend.

3. Entry:

- a. Entries will be accepted from Association Convenors or designates only.
- b. Entries must be received by the convenor by the deadline date as indicated in the coaches' information package on the OFSAA Hockey websites. Late entries will only be accepted if they can be accommodated, and an additional entry fee will be charged.
- c. Each Association may enter one (1) team in each Championship.

- d. Additional entries to be determined by the OFSAA office.
- Each team may register a maximum of twenty-five (25) participants, which includes
 players and team personnel. Only registered participants may represent the school and/or
 attend Championship activities.
- f. Any suspensions or disciplinary actions in Association play shall be carried forward into OFSAA competition. The Association convenor shall be responsible for reporting such players and the nature of the disciplinary action to the OFSAA convenor.

4. Expenses:

- a. Those schools having entries are responsible for their entry fee, arranging and financing their own travel, meals and accommodation for the event.
- b. All schools entering a Federation Championship shall, by signature of the school principal on the entry form, acknowledge responsibility for making restitution for any damage resulting from misconduct by participants.

5. Eligibility:

a. School/Team Eligibility:

To represent a school in any activity coordinated by the Federation, a school/team must:

- i. Conduct a 'bona fide' high school program consisting of seven (7) practices over a 3 month period [dry land and ice] under the supervision of a teacher as certified by the school principal.
- ii. Participate in the Association Championship or qualifying event. If neither is held, then the team must play in a minimum of six exhibition games.
- iii. Use only eligible athletes in any competition during the school year or the school forfeits its right to participate in the OFSAA Hockey Championship.
- iv. In accordance with Rowan's Law, have all coaches and trainers confirm in writing on the OFSAA form provided, that they have reviewed the concussion awareness resource and OFSAA Concussion Code of Conduct within the previous twelve (12) months.

b. Individual Student Eligibility:

To represent a school in any activity coordinated by the Federation a student must:

- i. Be eligible for competition under the Constitution, ByLaws and Standing Rules (Playing Regulations) of the Association to which her school belongs.
- ii. Be certified as eligible by the Principal of the school.
- iii. Meet the following age requirement: the individual's birth certificate indicates that they have not reached their 19th birthday by January 1st prior to the start of the school year in which the competition is held.
- iv. Be in Grades 9-12.
- v. Be eligible under the OFSAA Transfer Policy; (ByLaw 5, Section 4(f)).
- vi. Be eligible for no more than five (5) consecutive years from date of entry into Grade

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- vii. Have signed the Rules of Behaviour Policy signature form for the competition.
- viii. Have executed the Federation's "Release of Liability" form.
- ix. In accordance with Rowan's Law, confirm in writing on the OFSAA form provided, that they and their parent/guardian (if student is under 18 years of age) have reviewed the concussion awareness resource and OFSAA concussion code of conduct within the previous twelve (12) months.
- x. Have participated as a member of a 'bona fide' high school program as outlined in (a) above and attended the majority of practices and competitions.

c. Boys' Hockey eligibility:

- i. No competitor is eligible for the OFSAA Hockey Championship whose name has appeared on a game sheet, after his local high school first regular season game, for a team in "A", "B", "C", Major Junior, Junior, Intermediate, Senior or GMHL divisions in any National and/or International Association, or any league deemed equivalent to "A", "B", "C". This includes any on-ice All-Star or Showcase game organized by leagues/associations named in this clause.
- ii. A Junior "B" or "C" team is allowed to AP a high school goalie to be called up in an emergency situation and appear on a game sheet and/or play up to a maximum of two exhibition/league and /or playoff games in total during the season after the Association's first regular season game. An emergency situation would not include an on-ice All-Star or Showcase game organized by leagues/associations named in 5c(i).
- iii. Eligible student-athletes that participate in training camps for Team Ontario and/or the Canada Winter Games will maintain their OFSAA eligibility for high school hockey.

d. Girls' Hockey eligibility:

- i. No competitor is eligible for the OFSAA Hockey Championship whose name has appeared on a game sheet for any women's professional league within the current school year.
- ii. Any member of the National Development under 22 team, or National Senior team is ineligible for OFSAA.
- iii. Eligible student-athletes that participate in selection camps for Team Ontario and/or the Canada Winter Games will maintain their OFSAA eligibility for high school hockey.

6. Rules and Officials:

Hockey Canada rules shall govern play in the OFSAA Championship with the following exceptions:

- a. The maximum number of players permitted to dress for a game is twenty (20), eighteen (18) plus two (2) goalies.
- b. The red line shall be eliminated with regard to the offside and thus the following special rule applies; the legal number of players must be on the ice for each face-off (to prevent gaining positional advantage after the drop of the puck).
- c. All games, including the Championship game, shall consist of three (3) fifteen-minute stop time periods with a five (5) minute warm-up directly before the start of the game and a

maximum rest time of three (3) minutes between periods.

- d. Each team is allowed one (1) sixty (60) second timeout per game, in both round robin play and in playoffs.
- e. All games will have at least one flood during the game (between the second and third period). All games must begin with fresh ice (this includes warmup).
- f. OHF Suspension List rules shall govern suspensions in the OFSAA Boys' Championship with the following exceptions:
 - i. If a player receives four (4) minor penalties in one game, that player is ineligible for the remainder of the game.
 - ii. If a player receives a game misconduct, gross misconduct or match penalty, further suspension will be determined by the misconduct or match penalty code using the current year's OHF minimum suspension guidelines. Suspensions are subject to appeal. If a player receives two (2) head contact minor penalties in one game, that player is ineligible for the remainder of the game.
 - iii. If a player receives a major for fighting and a game misconduct, or a major for fighting and a gross misconduct, or a major for fighting and a match penalty, that player is ineligible to play for the remainder of that game and the rest of the OFSAA championship.
 - iv. If a player is assessed a two (2) minute checking from behind penalty with a game misconduct, that player is ineligible to play for the remainder of that game plus an additional game. A player who is assessed a five (5) minute checking from behind penalty will be ejected for the remainder of that game and the OFSAA championship.
- g. OWHA Suspension List rules shall govern suspensions in the OFSAA Girls' Championship with the following exceptions:
 - i. If a player receives four (4) minor penalties in one game, that player is ineligible for the remainder of the game.
 - ii. If a player receives a game misconduct, gross misconduct or match penalty, further suspension will be determined by the misconduct or match penalty code using the current year's OWHA minimum suspension guidelines. Suspensions are subject to appeal. If a player receives two (2) head contact minor penalties in one game, that player is ineligible for the remainder of the game.
 - iii. If a player receives a major for fighting and a game misconduct, or a major for fighting and a gross misconduct, or a major for fighting and a match penalty, that player is ineligible to play for the remainder of that game and the rest of the OFSAA championship.

h. Tie-breaking Procedures:

- i. Tie games shall stand in pool play.
- ii. In the event of a tie game at the end of regulation time in playoffs, the following will apply:
 - 1. One ten (10) minute overtime (4 on 4).
 - 2. Overtime period is stop time.

- 3. Overtime is sudden victory.
- 4. In the event that one team is serving a penalty at the end of regulation time, it shall be four on three. If a 2nd penalty is called against the shorthanded team in overtime, it shall be a five on three. When the penalties have expired teams will revert to four on four.
- 5. If still tied, an alternating penalty shot system will be used; five (5) player pool from each team, total goals from five (5) players will determine the winner.
- 6. If still tied, coaches will select a new set of 5 (players) which may include players from the first five shooters, players will take alternating shots (sudden victory) until a winner is determined.
- 7. If still tied, repeat tie breaking procedure in 6.
- 8. A player who has been assessed any penalty and has not fully served the penalty prior to the shootout is ineligible for the shootout process.
- 9. The home team will have the choice to shoot first or second in the Shootout.

7. Uniforms and Equipment:

All requirements outlined in the OFSAA General Uniform Policy must be met both on and in the immediate vicinity of the competitive area and during the awards ceremonies. Incidents of non-compliance shall be forwarded to the Protest Committee for resolution.

a. General:

The Championship Convenor shall have the discretion to determine whether club insignia during play will be covered during competition on helmets and pants. If it is determined to be a safety hazard to the players the Protest Committee can decide that players will not be in violation of (ii) above.

b. Sport Specific:

Teams should provide a second set of school sweaters in case two (2) opponents have uniforms of a similar colour. A coin toss shall decide which team will change. All players of each team must wear the same identically coloured hockey socks on both legs, goalies excepted.

Goalies:

- i. Must wear properly fitted CSA approved helmet with full face mask.
- ii. Must wear throat protector (guard).
- iii. It is recommended that they wear plastic throat bib attached to the mask. The plastic throat bib does not replace the throat protector (guard).
- iv. Strongly recommended that goalies wear a mouth guard.

Other skaters:

- i. Must wear properly fitted CSA approved helmet with full face mask.
- ii. Must wear throat protector (guard).
- iii. Strongly recommended that all other skaters wear a mouth guard.

Failure to comply with the above, will result in a two-minute penalty each time the infracting player(s) steps on the ice from the bench.

8. Awards:

- a. OFSAA gold, silver, bronze and antique bronze medallions twenty-five (25) shall be presented to the members of the top four (4) teams in each Championship.
- b. The schools represented by the Championship teams shall receive an OFSAA banner to be retained by the school.

9. Supervision:

A teacher is defined as a member of the Ontario College of Teachers or a holder of an Ontario Teacher's Certificate or equivalent

- a. For team sports ("A team consists of all athletes from the same school who qualify for Federation competition as a unit..." {reference ByLaw 5, Section 3}), a teacher from the same school, or a retired teacher, as approved by the principal of the school, must accompany and be responsible for the team.
- b. For sports, where the teacher, as indicated in (a) and (b) above, is not of the same sex as the athlete(s), and where the athlete(s) are required or might be required to stay overnight, a supervisory adult, as approved by the principal of the school, of the same sex as the athlete(s), must be present and available at the accommodation site for the duration of their stay in the accommodation.

10. Deportment:

a. Definitions:

- i. A team is defined as, "All participants representing the same school at an OFSAA Championship event".
- ii. A participant is defined as, "Anyone who has been granted proper authorization to enter a restricted area." "Restricted area" includes "those areas occupied by athletes and to which access by the general public is restricted or prohibited."

b. Codes of behaviour:

- All participants are expected to abide by the, Rules of Behaviour Policy for Participants to OFSAA Championships
- ii. Supervising adults are responsible for the behaviour of participants for the duration of the Championships.
- iii. Teams are open to censure for failure of its participants to abide by the Rules of Behaviour Policy.
- iv. All coaches are expected to adhere to the Code of Ethics Policy for Coaches to OFSAA Championships.
- v. School personnel and coaches are expected to adhere to the Statement of Principle on Recruiting.
- vi. Spectators are expected to adhere to the Code of Behaviour Policy for Spectators.
- vii. All coaches are expected to adhere to the Return to Play Policy.
- viii. School personnel and coaches are expected to adhere to the Policy on dispensing drugs, medication and food supplements.
- c. No artificial noisemakers are permitted at OFSAA Championship events.

11. Social:

- a. If a special event is arranged, all team members and coaches must attend.
- b. Participants are expected to wear 'dress casual' attire. No jeans, shorts, tank tops, or hats are permitted.
- c. Should there be an instance of improper attire, the Protest Committee shall deal with the matter and forward a report to the OFSAA Sanctions Committee.

12. Medical:

Coaches shall provide all consumable medical supplies (e.g. tape, bandaids, ice packs) for their athletes.

13. Protest Committee:

All disputes during an OFSAA Championship/Festival shall be directed to the Protest Committee for resolution.

- a. The Protest Committee shall consist of three (3) individuals; the chairperson of the Sport Advisory Committee or designate, a tournament committee member, and one other member appointed by the Championship convenor. The Head official in some cases, may be asked to serve on the Protest Committee. Members of the Protest Committee must not have any conflict of interest relevant to the incident under protest.
- b. All protests must be submitted in writing to the Championship convenor or designate, shall fully outline the incident under protest, and shall be accompanied by a \$50.00 fee (refundable if protest is upheld).
- c. A protest must be submitted within thirty (30) minutes of the completion of the game/event in which the incident under protest occurred, or within thirty minutes of the occurrence if protesting an incident outside the field of play.
- d. The following areas may not be protested at a Championship/Festival:
 - 1. Officials' decisions.
 - 2. Eligibility of transfer students.
- e. Any disputes or protests re: tournament structure and procedure must be addressed no later than the coaches' meeting.
- f. The Protest Committee shall be the body empowered to delay/modify/cancel an event due to unforeseen circumstances (e.g. weather conditions) at the site(s).
- g. Decisions of the Protest Committee shall be final.

A report of all appeals and decisions shall be forwarded to the OFSAA Sanctions Committee, who may determine that additional sanctions are necessary.

SPORT SPECIFIC DIRECTIVES

1. Championship Structure and Procedure

a. The format for a 16-team draw:

POOL	POOL	POOL	POOL
Α	В	С	D
1	2	3	4
7	8	5	6
12	11	10	9
14	13	16	15

Note: All Pools add to 34.

b. The format for a 20-team draw:

POOL	POOL	POOL	POOL
A	В	С	D
1	2	3	4
7	8	5	6
12	11	10	9
13	14	15	16
20	19	18	17

- c. Convenors whenever possible should ensure that all participating teams are rotated throughout all championship sites during round robin play.
- d. Convenors should ensure there is a two (2) hour allotted time for each game.
- e. There shall be a minimum of three (3) hours between the start of one game to the start of the next game for each team.
- f. All draws must adhere to those set forth in the sport specific directives, any changes must be approved by the sports advisory committee for OFSAA hockey. Convenors may make adjustments to the schedule as to prevent teams from playing the early morning game on multiple days of the championship.

g. 16 Team – Four (4) Rinks.

APPROVED FORMAT FOR 16-TEAM TOURNAMENT

Conducted on four (4) Rinks – four pools of four teams.

Playoffs consist of quarterfinals on day 2, semi-finals and finals on day 3.

DAY 1 - ROUND ROBIN

Time	Rink 1	Rink 2	Rink 3	Rink 4
	A1 vs A4(H)	A2(H) vs A3	C1 vs C4(H)	C2(H) vs C3
	B1 vs B4(H)	B2(H) vs B3	D1 vs D4(H)	D2(H) vs D3
	C1(H) vs C3	C2(H) vs C4	A1(H) vs A3	A2(H) vs A4
	D1(H) vs D3	D2(H) vs D4	B1(H) vs B3	B2(H) vs B4

DAY 2 - ROUND ROBIN					
Time	Rink 1	Rink 2	Rink 3	Rink 4	
	A3 (H)– A4	A1 (H) – A2	C3 (H) – C4	C1 (H) – C2	
	B3 (H) – B4	B1 (H) – B2	D3 (H) – D4	D1 (H) – D2	

^{* (}H) - Denotes home team.

DAY 2 - PLAYOFFS				
Time	Rink 1	Rink 2	Rink 3	Rink 4
	Championship Quarterfinal 1 1A vs 2B	Championship Quarterfinal 2 2C vs 1D	Championship Quarterfinal 3 1C vs 2D	Championship Quarterfinal 4 1B vs 2A

DAY 3 – PLAYOFFS				
Time	Rink 1 (Main Rink)	Rink 2	Rink 3	Rink 4
		Championship	Championship	
		Semi-final 1	Semi-final 2	
		Winners of	Winners of	
		Championship	Championship	

	Quarterfinals 3 and 4	Quarterfinals 1 and 2	
Bronze Medal Match Losers of Championship Semi-finals 1 and 2	Junu 4	Tunu Z	
Championship Gold Medal Match Winners of Championship Semi-finals 1 and 2			

h. 20 Team – Four (4) Rinks

APPROVED FORMAT FOR 20-TEAM TOURNAMENT – (maximum 3 school days)

Conducted on four (4) Rinks – four pools of five teams

Playoffs consist of quarterfinals on day 3, semi-finals and finals on day 4.

DAY 1 - ROUND ROBIN

Time	Rink 1	Rink 2	Rink 3	Rink 4
	A1(H) vs A3	A2(H) vs A5	C1(H) vs C3	C2(H) vs C5
	B1(H) vs B3	B2(H) vs B5	D1(H) vs D3	D2(H) vs D5
	C1(H) vs C4	C2(H) vs C3	A1(H) vs A4	A2(H) vs A3
	D1(H) vs D4	D2(H) vs D3	B1(H) vs B4	B2(H) vs B3

DAY 2 - ROUND ROBIN

Time	Rink 1	Rink 2	Rink 3	Rink 4
	A3(H) vs A4	A1 vs A5 (H)	C3(H) vs C4	C1 vs C5(H)
	B3(H) vs B4	B1 vs B5(H)	D3(H) vs D4	D1 vs D5(H)
	C5 vs C4(H)	C1(H) vs C2	A5 vs A4(H)	A1(H) vs A2
	D5 vs D4(H)	D1(H) vs D2	B5 vs B4(H)	B1(H) vs B2

DAY 3 -	ROUND ROBIN			
Time	Rink 1 (Main Rink)	Rink 2	Rink 3	Rink 4
	A2(H) vs A4	A3(H) vs A5	C2(H) vs C4	C3(H) vs C5

B2(H) vs B4	B3(H) vs B5	D2(H) vs D4	D3(H) vs D5

^{* (}H) denotes home team.

DAY 3 - PLAYOFFS					
Time	Rink 1	Rink 2	Rink 3	Rink 4	
	Championship Quarterfinal 1 1A vs 2B	Championship Quarterfinal 2 2C vs 1D	Championship Quarterfinal 3 1C vs 2D	Championship Quarterfinal 4 1B vs 2A	

Time	Rink 1	Rink 2	Rink 3	Rink 4
		Championship	Championship	
		Semi-final 1	Semi-final 2	
		Winners of	Winners of	
		Championship	Championship	
		Quarterfinals	Quarterfinals	
		3 and 4	1 and 2	
	Bronze Medal			
	Match			
	Losers of			
	Championship			
	Semi-finals			
	1 and 2			
	Championship			
	Match			
	Winners of Championship			
	Semi-finals			
	1 and 2			

i. Tie breaking procedure for standings in Pool:

Note: A maximum of a five (5) goal spread, regardless of the score, will be used to determine goal differential.

- i. If two (2) teams are tied for a playoff position:
 - 1. The team which won the game between the two (2) teams during pool play shall receive the position.
 - 2. If their pool game was a tie, then the team with the greater goal differential

("goals for" minus "goals against") during all pool games shall receive the position.

- ii. If three (3) teams are tied for one (1) available playoff position:
 - 1. If one (1) team defeated the other two (2) teams during the round robin pool play, it shall receive the position.
 - 2. The team with the greater goal differential ("goals scored" minus "goals scored against") among the three (3) tied teams in pool play, involving the tied teams only, shall receive the position.
 - 3. If teams are still tied, positions shall be determined by dividing the "goals scored" by the "goals scored against" in the pool games involving the tied teams only.
 - 4. If two (2) teams are still tied after (c) above, the position shall be awarded to the team that won the game between the two (2) tied teams in pool play; (if the game deciding this position was a tie, then the team with the greater goal differential ("goals scored" minus "goals scored against") during all pool games shall receive the position).
- iii. If three (3) teams are tied for two (2) available playoff positions:
 - 1. +If one (1) team defeated the other two (2) teams during the round robin play, it shall receive the higher position, with the second position granted to the team that won the game between the remaining two (2) teams during pool play; (if the game deciding the second position was a tie, then the team with the greater goal differential ("goals scored" minus "goals against") during all pool games involving these two (2) teams shall receive the position).
 - 2. +The two (2) teams with the best goal differential ("goals scored" minus "goals against" among the three (3) tied teams in pool play involving the tied teams only, shall receive the positions.
 - 3. +If three (3) teams are still tied, the positions shall be determined by dividing the "goals scored" by the "goals scored against" in the pool games involving the tied teams only; if two (2) teams are still tied for a second position, then the team that won the game between the remaining two (2) teams during pool play shall receive the position; (if the game deciding the second position was a tie, then the team with the greater goal differential ("goals scored" minus "goals scored against") during all pool games shall receive the position).
 - 4. +If three (3) teams are still tied, the positions shall be determined by dividing the "goals scored" by the "goals scored against" during all pool games (the two teams with the highest number will advance); if two (2) teams are still tied for a second position, then the team that won the game between the remaining two (2) teams during pool play will receive the position. If the game deciding the second position was a tie, then the team with the greater goal differential ("goals scored" minus "goals scored against") during all pool games shall receive the position.

- iv. If four (4) teams are tied for a playoff position:
 - 1. The teams(s) with the greater goal differential ("goals scored" minus "goals scored against") among the four tied teams in pool games, involving the tied teams only, shall receive the position.
 - 2. If any teams remain tied after (iv)(a) the next determination will be made by dividing "goals scored" by "goals scored against" in the pool games involving the tied teams only. The team with the highest number will advance.
 - 3. If any teams remain tied after (iv)(a) & (b), the position shall be determined by considering the "head-to-head" game(s) involving the tied teams. The team which won this contest will be awarded the playoff position.
- v. In the event that any of the preceding tie breaking procedures (i, ii, iii, iv) do not determine a winner, the following equation shall come into effect:
 - 1. Goals for minus goals against divided by goals for in the pool games involving the tied teams.
 - 2. The team with the higher number will advance;
- vi. In the event that any of the preceding tie breaking procedures (i, ii, iii, iv, v) do not determine a winner, the following equation shall come into effect:
 - 1. Goals for minus goals against divided by goals for in all pool games.
- vii. If teams remain tied, the winner will be determined by the team with the least number of penalty minutes, involving the tied teams, throughout the tournament. If the teams have the same number of penalty minutes, the winner will be determined by the team with the least number of penalty minutes during all pool games.
- j. In the playoff rounds, the higher-seeded team, determined prior to the start of the Championship, will be designated as the home team.

2. Seeding:

- a. All teams in the OFSAA Hockey Championships shall be seeded.
- b. The following criteria will be considered to determine a team's seed position Overall Record, League Record, Common Opponents, Strength of Schedule, Previous Association Results, Association Strength, Strength of Roster, Coach assessment of appropriate seed.
- c. The convenor shall choose a committee for the purpose of seeding teams in consultation with the OFSAA liaison responsible for the event. Final approval shall be given by the OFSAA office and the Chairperson of the Sport Advisory Committee before publishing the final seeding order.

3. Officials:

- a. The convenor shall be responsible for obtaining qualified officials for the championship. It is recommended that all referees have a minimum certification of Level 3.
- b. The convenor shall arrange for a three (3) person system for all games in the round robin portion of the girls' and boys' championship. Where a 3-person system is used in <u>boys'</u> <u>hockey</u>, it is recommended that there shall be 2 referees and 1 linesperson.
- c. For all boys' playoff games, (quarter finals, semifinals and medal games), at minimum a three (3) person system will be put into place, it is recommended a four (4) person system be used. Where a 3-person system is used, it is recommended that there shall be 2 referees and 1 linesperson.
- d. For all girls' playoff games, (quarter finals, semifinals and medal games), a three (3) person system must be put into place.
- e. The head official or designate must attend the coaches' meeting and is encouraged to hold an officials' meeting prior to the start of the first game. Otherwise the head official is responsible for communicating the information to all officials participating.

4. Medical:

- a. Provision shall be made by the Convenor to have a medical doctor in attendance or readily available and to follow appropriate policy on hygienic precautions with regard to bodily fluids and communicable diseases.
- b. Qualified first-aid personnel and equipment shall be available at the Championship site(s).

All Federation Championships/Festivals are nonsmoking and non-vaping events.

This includes the use of all tobacco and vaping related products.

Participants must obey the Ministry of Education's Code of Conduct