RULES

All games will be played under these rules in addition to OMAHA, Hockey Canada and B.C. Hockey rules.

FORMAT: 8 Teams (3 games each in round robin) with playoff games to follow.

LENGTH OF GAMES: 2 Hours with ice clean halfway through 2nd period, 3 – 20 minute stop-time periods.

PRE GAME WARM-UP: 5 minutes in length. Please be on time. A 2 minute penalty will be assessed to any team not ready at their appointed time. Delays in any game over 5 minutes may result in the adjustment of the 3rd period at the discretion of the referee and tournament committee. This will insure that the schedule runs on time.

START OF EACH GAME: Prior to the start of EACH game, the starting lines are requested to stand on their respective blue lines, face the Canadian flag for the playing of O Canada.

MERCY RULE: If at any time during a game one team is 6 goals ahead, the remaining time will be run time. If the team behind scores to narrow the spread to 5 goals, then the remaining time will revert to Stop Time. The tournament director has the ability to ask the time keepers to stop posting goals if the spread becomes too large.

Game MVP: At the end of each game teams will shake hands and line up on the blue line. An MVP award will be handed out to one player from each team. It will be the responsibility of the team coaches to pick a player from your own team.

HOME TEAM: The Home Team will be the first team listed on the schedule. The Home Team will be responsible to change jerseys if there is a color conflict. Be sure to bring your light and dark set of jerseys. The Home Team will remain on the ice until the visiting team has left.

ROUND ROBIN RULES: Teams will play a single round robin series, with 2 points for a win and 1 point for a tie game and 0 for a loss. NO OVERTIME IN FIRST 3 GAMES. Point totals from the first 3 games will determine placing for the Playoff Games.
**TIES:** In the event that teams are tied at the end of the ROUND ROBIN, the Tie Breaking Formula will be as follows:

1. If tied against team played: Record against that team
2. Two or more teams: Goals for – Goals against (plus/minus %)
3. Most Goals scored.
4. Least goals against.
5. Teams with least amount of penalty minutes (majors, misconducts, etc. will count in total minutes).
6. In the event teams are still tied, then a coin toss will determine first place.

**PLAYOFF GAMES:** 2 hours with ice clean halfway thru 2nd period, 3 – 20 minute stop time periods. The top 2 teams in each division will crossover and compete in the **SEMI-FINALS**. The winners of the semi-finals will advance to the **FINALS**.

**GAME TIE BREAKER:** If the teams are tied after regulation time for any playoff game, after a one minute break, the teams will play a 5 minute, 4 on 4, Stop-time Overtime **SUDDEN VICTORY** period.

If still tied after the OT, a shoot-out will be held, with each team pre-selecting 3 Shooters. The team that scores the most goals out of 3 wins the **SUDDEN VICTORY**. If still tied, the shootout will continue with 1 NEW Shooter per round.

**MATCH PENALTY OR GAME MISCONDUCT:** Any player receiving a Match Penalty or incurs 2 game misconducts within the tournament shall be ejected for the remainder of the tournament. Any player receiving a game misconduct in the last 10 minutes of the 3rd period will automatically miss their next game. Any Team Official who is assessed either a game misconduct or a match penalty will also fall under the same rulings as the players with regards to suspensions.

**NOTE:** ALL referee decisions are **FINAL**. We ask that you not approach any tournament member with referee complaints, as we do not have the authority to override their calls/decisions.

**PROTESTS:** All protests must be in writing, accompanied by One Hundred Dollar ($100.00) cash protest fee signed by a carded team official within one (1) hour of game completion to the Tournament Committee. All decisions made by The Tournament Committee will be final on any or all protests. Protests will be handled immediately. If a protest is rejected, the entire fee will be forfeited. **NO protests will be allowed on calls made by the on-ice-officials.**

Verbal or Physical abuse of/by Players, Spectators, Coaches, or any tournament officials will not be tolerated. If you disregard our policy, you will be asked to leave the arena (if needed). The game will stop and the time clock will remain running until you do so, if your team is behind.