



## **U15 Tier 3 Jonathan Neitsch Memoria**

### **TOURNAMENT PLAYING RULES**

\*\*\*all teams MUST provide their HCR approved roster, including any affiliate players, PRIOR to tournament participation. Any players or team officials not listed will not be able to participate\*\*\*

1. All games will be played under Hockey Canada, B.C. Hockey and where applicable, O.M.A.H.A. Rules. All referee decisions are final.
2. Round Robin Games will be 1 hour 45 minutes in duration with 1 period of 20 minute run time and 2 periods of 20 minute stop time (with a 4 minute warm-up). Ice Floods at 10 minutes of 2nd period and end of game. The 4 -minute warm up begins at scheduled ice time, not when teams are ready.
3. Elimination games & Championship Final will be 2 hours with 3 periods of 20 min stop time and ice flood 10min of 2nd period.
4. Third period stop time in all games is subject to the mercy rule. \*\*Mercy Rule: If a team is trailing by 5 or more goals at any time during the 3rd period, running time will commence until the goal differential becomes 4 or less. Run time minor penalties will be 3 minutes in duration.
5. A 2 minute penalty will be assessed to any team not ready to play at their appointed time. Each team should be ready to play 10 minutes prior to game start time, in case of a possible early start time.
6. In the event there is a penalty to carry over from running time to stop time, the following will occur: If there is more than 2 minutes left in the run-time penalty, the penalty clock goes to 2 minutes. If there is less than 2 minutes left in the run-time penalty, the penalty continues as is.

**\*\*\* The Tournament Director/Manager reserves the right to revert to a 'running-clock' or elimination of floods in the event of unforeseen delays.**

**Game sheets: HiSports EScore Keeping system to be used for all games.** Any teams who are required to supply their home association with their own game numbers are to write that game number under their signature when verifying the roster. WKMHA will not be responsible for alternate game numbers beyond the OMAHA game numbers supplied.

**Home Team:** The home team will be responsible to change jerseys if there is a colour conflict. The home team will remain at their bench until the away team has exited to the dressing room at the flood and end of game as required.

### **Round Robin Rules:**

1. Teams will play a series of 3 games round robin with allocation of 2 points for the win, 1 point for a tie, 0 points for a loss.
2. Tie games for round robin play will not be broken. Point totals from round robin will determine placing for playoff round.
3. Time outs: Each team will be permitted 1 time out per game.
4. In the event that teams are tied in standings after the round robin series is completed, the following procedure will apply:
  - a. If tied, the team with the MOST GOALS FOR would become the round robin winner.
  - b. If still the tie continues, the team with the LEAST GOALS AGAINST would become the round robin winner.
  - c. If still tied, the team with the least amount of penalty minutes would become the round robin series winner (majors, misconducts, etc. will count in total minutes).
  - d. If still tied, a coin toss will be used to determine which team places higher.

ONE GAME PLAYER AWARD will be presented to each team following every game including playoff and consolation for Best All Around Player (MVP). COACHES WILL BE RESPONSIBLE FOR SELECTING AWARD WINNER FROM THEIR OWN TEAM. Coaches, please have your team lineup on the blue line after the handshake. During the round robin no Player is eligible for the same game award twice. All Players once again become eligible in playoff and consolation games.

**All fighting penalties will be addressed by B.C. Hockey rules and could result in an automatic tournament suspension for the players/or coaches involved.**

### **Playoff Round:**

THE TOP 4 TEAMS will compete in the 2 SEMI-FINALS with the winners advancing to the FINAL. OT for semi-finals and the Championship game will go as follows:

(i) If necessary: a 5 minute stop time, 4 on 4 overtime will be played, with the team scoring the first goal enjoying the SUDDEN VICTORY.

(ii) If still tied after the 5 minute OT, a shoot-out will be held, with each team pre-selecting 3 Shooters. The home team determines who shoots first. The team scoring the most goals out of 3 will win the SUDDEN VICTORY.

(iii) If still tied after the first 3 shooters, the process repeats with elimination shootout with 1 NEW Shooter from each team per round. No shooter may go again until all shooters have taken a turn, not including goaltenders. The team that scores after both shooters take a turn during the single shooter elimination will be the winner.

Penalties in Overtime: If a team has a penalty still existing from the third period, then they will begin the OT period shorthanded and will play 5 v 4. If the team with a current penalty receives a second non-coincidental penalty they will play 5 v 3. Once teams are back to 5 v 5, play will change back to the 4 on 4 after the first stoppage of play. The next non-coincidental penalty will be played 4 v 3.

**No overtime will be played in any other game beyond the semi-finals and finals due to time constraints.**

Any protests must be accompanied by a non-refundable \$100.00 (cash) deposit and submitted to the tournament rules committee. This committee will be composed of the Tournament Director/Manager, and the Referee-In-Chief. The protest must be filed with one of these parties and within one hour of the protested game's end – it will be dealt with promptly. All decisions reached by this committee will be final.

There is a ZERO TOLERANCE policy in place. 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. The game will stop and the time clock will remain running until you do so.

Dressing Rooms: It is the responsibility of each team and coaching staff to ensure that their assigned dressing room is kept clean and no property damage has occurred, Participants not complying with this will be fined \$50.00 if reported by arena staff. Requested fines must be paid in full prior to further tournament participation.

The Jim Lind Arena and Royal Lepage Place have installed a new “hasp lock” system on dressing room doors. Teams are encouraged to bring their own padlock if they wish to keep their dressing rooms locked and safe.