



PLAYOFF ROUND

2 hour games with 3 -20 minute periods stop time (ice clean half way through the second period). If at any time in the 3rd period a team goes up by a 5-goal spread the clock will continue to run until the team behind scores, at which time the clock will revert back to stop time.

IN THE EVENT OF A TIE: only If the teams are tied after regulation time, after a one-minute break, the teams will play a five-minute stop time sudden victory period, playing four on four. A team may only be short-handed one player due to penalties in this period. Where a team is shorthanded by more than one player at the start of this period, or incurs another timed penalty during the period, a player will be added. Example plays 5 on 3 for the duration of the penalties. At expiration of the penalties the teams will revert to 4 on 4 at the first whistle.

If still tied, the OT will proceed to a three-player shootout. If tied at the end of this shootout, the shootout will continue through all players (goalies excluded), alternating until the game is decided. Players with unexpired penalties will be ineligible for the shootout.

GAME MISCONDUCT: Any player or team official incurs two game misconducts within the tournament shall be ejected for the remainder of the tournament.

GAME EJECTIONS: Any player who receives 3 head contact penalties in 1 game shall receive a game ejection (that game only) and multiple game ejections will result in removal of that player, for the remainder of the tournament.

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. Abuse of on ice officials will not be tolerated. All incidents involving game ejections will be reviewed and fines may be levied against the home association.

NOTE - Verbal or physical abuse of or by players, spectators, team officials or any tournament officials will NOT be tolerated. If you disregard this 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. Also, the Tournament Director has final say should there be any issues. Suspensions levied by BC Hockey and/or OMAHA or a Team's governing home association during the course of play cannot be appealed to Penticton Minor Hockey and will not be overruled by our tournament volunteers.

PLEASE INSURE THAT ALL DRESSING ROOMS ARE CLEANED AT THE END OF EVERY GAME. ANY ROOM LEFT IN POOR CONDITION WILL RESULT IN A FINE BEING ISSUED TO THE OFFENDING TEAM BY ARENA MANAGEMENT AND A LETTER DRAFTED TO THEIR HOME ASSOCIATION.

FORMAT: 3 GAMES ea. (PRELIMINARY ROUND) with playoff games within all teams in tournament

RULES: All games will be played under these rules in addition to OMAHA, Hockey Canada and BC Hockey Policy, Rules, and Regulations.

LENGTH OF GAMES:

Teams must be ready to go on the ice 10 minutes prior to the scheduled ice time, should the previous game finish early.

2 hour games with 3 -20 minute periods stop time.

All penalties will be stop time.

There is 1 team time out allowed.

Delays in any game totaling over 5 minutes may result in the adjustment of the third period at the discretion of the referee and tournament committee. This will insure that the schedule runs accordingly.

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.

PRE GAME WARM-UP: 5 minutes in length. Please be on time.

PRELIMINARY ROUND: Teams will be awarded 3 points for a win, 1 point for a tied game and 0 for a loss. NO OVERTIME IN PRELIMINARY ROUNDS. Point totals from the Preliminary round games will determine placing for the playoff games.

In the event that teams are tied at the end of the preliminary round, the Tie Breaking Formula will be in order as follows:

1. The winner of the round robin games between the tied teams gains the higher position.
2. The team with the most wins in the round robin gains the higher position. In a head to head tie, the team who won gains the higher position.
3. If the teams are still tied, the team with the best goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for and against. NOTE: All round robin games are included with a maximum spread of 7.
Examples: For 10 Goals / Against 4 Goals
 $10 / 10+4 = .714$
4. If the teams are still tied, the team with the least number of penalty minutes throughout all of the round robin games, gains the higher position.
5. If the teams are still tied, the team that scored the first goal in the game between the tied teams gains the higher position.
6. If the teams are still tied, a single coin toss will determine which team gains the higher position.