U13 T3 Tournament Rules



FORMAT: Each team will play 3 preliminary games. Playoffs will **TIES IN PLAYOFFS:** If teams are tied after regulation time, they follow and will be among all teams in the tournament. will be given a one-minute break. Following this break, teams we will be given a one-minute break.

RULES: All games will be played according to the following rules. In addition, OMAHA, Hockey Canada and BC Hockey Policy, Rules and Regulations will be followed.

LENGTH OF GAMES: Teams must be ready to go on the ice 10 minutes prior to their scheduled ice time in case the previous game finishes early. Games will be 2 hours long, consisting of three, 20 minute, stop time, periods with an ice clean half way through the 2nd period. All penalties will be stop time. Each team is allowed 1 timeout per game. 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 chair. This will ensure the tournament runs on schedule.

HOME TEAM: The Home Team will be the first team listed on the schedule and will be responsible for changing their jerseys should there be a colour conflict. Be sure to bring both your light and dark set of jerseys to the tournament.

PRE GAME WARM-UP: The warm up will be 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 points for a loss. There will be **NO OVERTIME IN PRELIMINARY ROUNDS**. Point totals from the preliminary round games will determine placing for the playoff games. If teams are tied at the end of the preliminary round, the **Tie Breaking Formula** will be implemented as follows:

- 1. If the tied teams played each other in a preliminary game, the winner of that game gains the higher position.
- 2. The team with the most wins in the preliminary games gains the higher position. In a head-to-head tie, the winner of that game gains the higher position.
- 3. If still tied, the team with the best goal average will be determined using this formula: Total number of goals for, divided by total number of goals for and against. NOTE: All preliminary games are included with the max spread being 7. Example: For 10 Goals / Against 4 Goals 10 / 10+4 = .714
- 4. If the tie remains, the team with the least number of penalty minutes throughout preliminary play gains the higher position.
- 5. If still tied, the team that scored the first goal in the game played between the two, gains the higher position.
- 6. Finally, if a tie remains, a single coin toss will determine which team gains the higher position.

PLAYOFF ROUND: Playoff games will be 2 hours in length. There will be three 20 minute, stop time, periods with an ice clean half way through the 2nd period. If at any time during the 3rd period a team goes up by a 5-goal spread, the clock will continue to run until the team with less goals scores. At that time, the clock will revert to stop time.

TIES IN PLAYOFFS: If teams are tied after regulation time, they will be given a one-minute break. Following this break, teams will play 4 on 4. This will be a five-minute, stop time, sudden victory period. 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 still tied after 3 shooters, the shootout will continue, alternating through all players (goalies excluded), until the game is decided. Players with unexpired penalties will be ineligible for the shootout.

GAME MISCONDUCT: Any player or team official who incurs two game misconducts during 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). Multiple game ejections will result in the removal of the 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 are found in violation of this policy, you will be asked to leave the arena. The game will stop and the time clock will remain running until you do so. Should there be any issues, the Tournament Director has final say. Suspensions levied by BC Hockey and/or OMAHA or a Team's home association during the course of play cannot be appealed to Penticton Minor Hockey Association and will not be overruled by our tournament volunteers.

PLEASE ENSURE 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.