



U18 REC Tournament Rules



FORMAT: Each team will play 3 preliminary games. Playoffs will follow and will be among all teams in the tournament.

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 the scheduled ice time. 1 hour 45 min games with 3- 20 minute periods where the 1st half of the game will be run time and the second half of the game will be stop time. There will be an ice clean half way through the 2nd period. In the 3rd period if at anytime 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. All penalties will be 3 min for run time and 2 min for stop time. Teams are allowed one 1 minute 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 committee. This will insure that the schedule runs accordingly.

HOME TEAM: The Home Team will wear white and will be responsible for changing their jerseys should there be a color 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 2 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.Head to Head Results (In the case where 3 or more teams are tied, head to head results are only applicable if ALL teams that are tied have played against each other, otherwise, it will revert to the next tie breaking rule).
- 2.The team with the most wins in the preliminary games 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: 1 hour 45 min games with 3 -20 minute periods where the 1st half of game will be run time and second half of the game will be 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-goalspread the clock will continue to run until the team behind scores, at which time the clock will revert back 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 Chair or 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.

APPEALS/PROTESTS: The Tournament Chair or Tournament Director will hear all other protests and appeals. All protests/appeals will be accompanied by a \$200 appeal fee at the time of the appeal. This can be E-Transferred to pentictonmha.treasurer@gmail.com. All protests/appeals will be ruled on prior to play of the next game for either of the teams playing in the game under protest/appeal.

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.