

IBAO Alliance Hockey Championships House League Select Championships



RULES & REGULATIONS

REGISTRATION

1. Team officials must register at least 1 hour prior to their first game at the main Tournament Office, upstairs in the Kinsmen arena at the Leisureplex. EXCEPTION - when a team plays their first game in Port Colborne (Vale) or at Crystal Ridge Arena (Ridgeway) up to 10:00 am on Friday, April 11, those teams must register at the main Tournament Office, within 2 hours of the completion of their first game. There will also be pre-registration available on Thursday, April 10th from 5:00 to 8:30 pm in the main Tournament Office.
2. Teams must have sent approved rosters and travels permits to the tournament committee prior to the Championships but are required to carry a copy with them at all games during the Championships. If applicable, teams must also ensure that any Affiliated Players (AP) are included on their approved roster.
3. All members of bench staff must report to the Tournament Office (at the arena where the game is being played) prior to every game to fill out & sign the game sheet. No-one is permitted to remove the game sheet from the tournament office.

RULES

Playing Rules and tournament regulations are those of the Minor Hockey Alliance of Ontario, the Ontario Hockey Federation and Hockey Canada, along with the following additions:

1. The referees are sole judges of all games. **The Tournament Convenors will not discuss referee decisions.**
2. All Fighting penalties, Gross Misconducts (GRM) and Match Penalties (MP) are automatic tournament suspensions. Absolutely no team official receiving a GM or GRM penalty shall be permitted to enter the Tournament Office until the suspensions incurred as a result of the infraction have been served in their entirety (remainder of tournament for GRM).
3. Only arena personnel, referees, convenors & timekeepers are allowed in the area of the timekeepers and penalty boxes. Only team officials are permitted in tournament offices.
4. No body checking is permitted in any division
5. **Game Lengths:** ALL Round Robin games will be 10-10-15. Quarter-Finals, Semi-finals & Finals: Novice to Peewee will be 10-10-15 and Minor Bantam to Midget will be 10-15-15. There will be a 2-minute warm up prior to each game. Handshakes will take place prior to each game. Teams must be ready to start their game fifteen (15) minutes before the scheduled game time, except for the first game of the day on each rink. Teams are not permitted to enter the ice surface prior to at least one of the on ice officials being on the ice. The only exception to this would be when an official from the tournament committee directs the two teams to warm up due to the late arrival of the game officials. A minor penalty may result for an infraction of this rule.
6. **Mercy Rule:** When any team is ahead by five or more goals in the third period, the game will proceed under straight (running) time unless the gap is reduced to three (3) goals, at which point the clock will revert back to stop time. The only time the clock would be stopped during straight (running) time is if an on-ice injury should occur which requires the trainer to attend to the player. All penalties called when mercy rule is in effect are time and a half (Example: 2 minutes is 3; 4 minutes is 6; 5 minutes is 7:30).
7. There will be no overtime during round robin play. Overtime will be played in the quarter-finals, semi-finals and finals only (see QUARTER-FINALS, SEMI-FINALS and FINALS).
8. NO time-outs during round robin play (see QUARTER-FINALS, SEMI-FINALS and FINALS).
9. The home team will wear DARK coloured jerseys.
10. Teams will be responsible for any damage to the dressing rooms and other arena facilities. Report any damage to Tournament Officials before using assigned dressing rooms. It is an individual team's responsibility for loss or theft in the dressing rooms. Dressing room keys will be available from the Tournament Offices (must leave a set of car keys) except for the Vale Center (Port Colborne) where doors are locked from the inside (no key required).

STANDINGS / ADVANCING

All teams are guaranteed three games.

Group standings will be determined by two (2) points per win and one (1) point per tie game.

4 teams – 1st Place gets a bye to the finals and 2nd and 3rd Place will play a Semi-final.

5 teams - After a two-game round robin, the teams will be ranked. 1st gets a bye to the Semis, 2nd through 5th will play one additional round robin game (no overtime). 2nd Place will play the lowest ranked team they have not yet played (4th/5th) and the remaining two teams will play in the other game after which, the points from their third round robin game will be added to the points from their first two games to determine the rankings of the 2nd through 5th place teams. (5th place will be eliminated following this game, all other teams advance to Semifinals).

11 teams – Two groups – In the group of 6 teams, each team will play 3 round robin games (top three teams advance). In the group with 5 teams, after a two-game round robin, the teams will be ranked. 1st gets a bye to the Semis, 2nd through 5th will play one additional round robin game (no overtime). 2nd Place will play the lowest ranked team they have not yet played (4th/5th) & the remaining two teams will play in the other game after which, the points from their third round robin game will be added to the points from their first two games to determine the final rankings of the 2nd through 5th place teams – 2nd and 3rd will play in the Quarter-finals.

12 teams – Three groups - each team will play 3 round robin games, the first and second place teams from each group will advance. Based on the round robin standings, the three 1st Place teams will be ranked 1st, 2nd & 3rd and the three 2nd Place teams will be ranked 1st, 2nd & 3rd. The best two 1st Place teams will go directly to the Semi-finals, the third ranked 1st Place team and all three 2nd Place teams will play in the Quarter-finals.

13 teams – Three groups - In the two groups of 4 teams, each team will play 3 round robin games (top two teams in each group advance). In the group with 5 teams, after a two-game round robin, the teams will be ranked. 1st Place gets a bye to the Quarters, 2nd through 5th Places will play one additional round robin game (no overtime). 2nd Place will play the lowest ranked team they have not yet played (4th/5th) in one game and the remaining two teams will play in the other after which, the points from their third round robin game will be added to the points from their first two games to determine the final rankings of the 2nd through 5th place teams & the 2nd Place team will advance to the Quarter-Finals.

TIEBREAKERS: In the case of a tie between two or more teams after round robin play, the higher position will be determined by the following rules, applied in order, moving on to the next rule only once a rule does not apply. In the case of a 3-way tie, and determining the ranking of the 3 first place teams & 3 second place teams in 3-group divisions, Rule 1 cannot be used initially; therefore Goal Average will be the first tie breaker.

1. **Head to Head Competition:** The winner of the round robin game between the teams would assume the higher position.
2. **Goal Average:**

The goal average is determined by dividing the total number of goals for and against into the number of goals for, with the team having the highest percentage (closest to 1) assuming the higher position. (In case of a 3 way tie and 2 teams are still tied after goal average is calculated go back to Rule 1 – head to head)

Example of calculation for rule # 2 – GF / (GF+GA)

Team A – Goals for = 16 and goals against = 4 → $16 / (16 + 4) = 16 / 20 = .800$

Team B – Goals for = 12 and goals against = 2 → $12 / (12 + 2) = 12 / 14 = .857$ (HIGHER POSITION)

3. **Most Wins:** If the teams are still tied, the team with the most wins will assume the higher position.
4. **Least Penalties:** If the teams are still tied, the team with the least penalty minutes totaled from all of their round-robin games (not including 10-minute misconducts) will assume the higher position
5. **Coin Toss:** If the teams are still tied, the higher position will be determined by a coin toss. The team from farthest away calls the toss.

QUARTER-FINALS (where applicable), SEMI-FINALS and FINALS

Time-out for Quarter-finals, Semi-finals and Finals:

Each team may call ONE (1) 30-second time-out in “regulation time” only. **NO TIME-OUT IN OVERTIME**

Overtime for Quarter-finals, Semi-finals and Finals: If, at the end of regulation time, the game is a tie, there will be a five (5) minute sudden victory overtime period. If a tie still exists after the sudden victory overtime period, a shootout will decide the winner. Each team names three shooters - the home team has the option of shooting first. If the game remains tied after the first three shooters, the teams will participate in a sudden victory shootout (both teams shoot in each round) using a new player from the game sheet each time. Players may not repeat until all players have had an opportunity to shoot. Any player who has been ejected from the game is not permitted to participate in the shootout.

THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO MAKE ANY DECISIONS THAT ARE PERCEIVED TO BE IN THE BEST INTEREST OF THE TOURNAMENT.