



## QUESNEL & DISTRICT MINOR HOCKEY ASSOCIATION

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### House Tournaments 2 Hour Games

### Tournament Rules For 2 Hour Games

**FORMAT:** FOUR (4) Game Guarantee.  
3 Round Robin Games  
Playoffs on Sunday  
Top 4 teams play for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>  
8 Teams Maximum

### LENGTH OF GAMES:

- 2 Hour Time Maximum. Games 3 – 20 min stop time periods.
- The ice will be cleaned at the first whistle midway thru 2<sup>nd</sup> period.
- If the game is running behind it is the discretion of the tournament director to adjust to run time to finish on schedule.

**RULES:** All games played under BCAHA and Hockey Canada rules.

Each team may have a maximum of 19 players.

All players must have proper documentation.

Once the tournament commences, the roster is frozen and no further additions are possible.

### HOME TEAM:

The **Home Team** will be the first team listed on the schedule.

The **Home Team** will be responsible to change sweaters if there is a color conflict.

The **Home Team** will remain on the ice until the visiting team has left.

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

**NO BODY CHECKING:** Players will be assessed penalties for body checking

**FIGHTING:** Any player penalized for fighting will be suspended for the remainder of the tournament

**MINOR PENALTIES :** 2 minutes if in stop time, 3 min if in runtime

**MATCH PENALTY OR GROSS MISCONDUCT:** Any player receiving a gross misconduct or match penalty will be suspended for the remainder of the tournament.

**3 GOAL RULE:** A player can only score 3 goals per game. If a player scores more than 3 goals, the goal will be disallowed and a bench minor delay of game may be assessed at the refs discretion

**PROTESTS:** The tournament directors decision will be final on any protests. Protests will be handled immediately.

**REFEREES:** The referees calls on the ice are final. Protests can be submitted after the game to the tournament director.  
Harrasment of the on-ice officials will not be tolerated and will result in ejection from the tournament.

**TEAM OFFICIALS:** Team officials will also fall under the same rulings as the players with regards to suspensions.

**MERCY RULE:** If at any time during a game one team is 6 goals ahead, the remaining time will be run time. If the team behind scores to narrow the spread to 4 goals, then the remaining time will revert to Stop Time. The tournament director has the ability to ask the time keepers to stop posting goals if the spread becomes too large.

**SCHEDULING:** If the tournament gets behind schedule, the Tournament Coordinator, at his/her discretion can and will adjust the remaining ice times and that decision will be final.

**PLAYER AWARDS:** At the end of each game, the players will line up on the blue lines and the head coach will pick a player from their team for the player of the game for their team

**PLAYOFF AWARDS:** At the end of the 1<sup>st</sup>/2<sup>nd</sup>, 3<sup>rd</sup>/4<sup>th</sup> playoff games the awards for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> will be handed out in addition to the player of the game awards.

## ***Round Robin Ranking***

### **Two (2) points will be given for a win and one (1) for a tie in Round Robin Games. No overtime in Round Robin Games**

In the event teams are tied for a playoff position after Round Robin series is completed the following procedure shall be utilized to determine the placing of the tied teams.

- (a.)** The result of the Round Robin game or games involving the tied teams will apply. If two (2) teams are tied, the winner of the Round Robin game between those two (2) teams will receive the higher placing. If three (3) or more teams are tied, the team which has accumulated the most points in games against the tied teams will receive the highest placing, the team with the next most points in games against the tied teams will receive the next highest placing, and so on.
- (b.)** If teams are still tied after (a) then the team with the most wins will receive the higher placing.
- (c.)** If Teams are still tied after (a) and (b) have been applied, then the team with the best goal average will receive the higher placing. **The goal average of a team is to be determined by dividing the total number of goals for into the sum of goals for plus goals against**, with the team having the highest percentage winning the higher position. (Example...Goals for 10. Goals against 4. percentage is  $10/14 = .714$ ).  
**The goal ratio shall be for all games played in the round robin.**
- (d.)** If teams are still tied after (a), (b) and (c), the team to qualify would be the team that received the least minutes in penalties during the preliminary Round Robin series.
- (e.)** If teams are still tied after all previous methods have been applied, then the winner of the playoff position will be decided by the toss of the coin.

**Home Team for playoff games will be given to the team with the highest goal average from non-playoff games.**

## ***Playoffs***

### **TIED GAMES – Semi Finals and Finals.**

- (a) If at the end of the three periods the score is tied, the following shall take place:
1. if the referee feels it is necessary, he may order the ice to be resurfaced at the end of the three regulation periods. If the ice is not resurfaced, the teams will not change ends.
  2. The puck shall be faced-off at centre ice and the play shall continue with a 5-minute sudden victory overtime period. This will be played with 4 players on each side.
  3. If the score is still tied after the five minute overtime period, the teams will pick 3 players for a shoot-out. An additional player from each team will be selected if still tied. The first goal will win.
- (b) Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- (c) If either team declines to play the necessary overtime period or periods, the game shall be declared a loss for that team.