BOBBY LOVE MEMORIAL ATOM C TOURNAMENT RULES

Playing Rules:

All games are governed by the CAHA, BCAHA and PCAHA rules and regulations.

Any player receiving a Fighting Penalty, Gross Misconduct or Match Penalty will be automatically suspended from the tournament.

Jerseys:

In the event of a jersey colour conflict, the designated home team – first listed in the schedule – will change their jerseys.

Round Robin:

- The competing teams will each play 4 games each.
- Teams will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss.
- All round robin games will have 1.25 hour ice times. The 1st and 2nd periods will be 15 minutes in duration.
- The Referee will determine the length of the 3rd period at the end of the 2nd period.
- The 1st, 2nd, 3rd and 4th place teams will advance to the playoffs.

Round Robin Tie Breaking Procedure:

- 1. Result of tied teams games against each other
- 2. Highest positive difference of goals for minus goals against in games between tied teams
- 3. Fewest goals against
- 4. Lowest penalty minutes
- 5. Most goals for
- 6. Coin Toss

Playoff Round:

1st place Team to play 4th place Team 2nd place Team to play 3rd place Team

Championship Round:

Bronze Final: 2nd placed teams from playoff round Gold Final: 1st placed teams from playoff round

Overtime Procedures – Championship Round:

- There will be a two minute rest between the 3rd period and overtime period.
- Players will remain at their bench.
- One 10-minute, sudden victory period will be played where the first team to score wins the game.
- If no goal is scored, there will be a shoot-out consisting of 3 players from each team.
- If still tied, each team will shoot one for one.
- No player shall shoot twice until everyone has taken a shot.

Dispute Resolution:

Any disputes arising must be presented in writing to the Tournament Director, Daniel Fontaine. The designated Disputes Committee's decision will be final.

Dispute Committee:

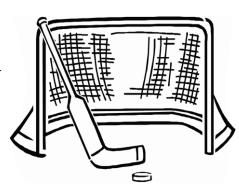
Jeff Nottingham, Tom Nash, Robert Nasato

(*If any of the above are not available, VP2 (Tournament Director) will appoint a replacement.)

Time Outs

No time outs are permitted





TIEBREAKER "A" WITH 3 OR MORE TIED TEAMS:

The results of head to head games between all tied teams whether they played all the tied teams or not.

1.0 for a win

0.5 for a tie, and

-1.0 for a loss.

EXAMPLE 1

Team A beats Team B = Team A+1, Team B -1 Team B beats Team C = Team B +1, Team C -1

Final results

Team A +1

Team B 0

Team C -1

EXAMPLE 2

Team A beats Team B = Team A +1, Team B -1
Team A beats Team C = Team A +1, Team C -1
Team B beats Team D = Team B +1, Team D -1

Final results

Team A +2

Team B 0

Team C -1

Team D -1

Final clarification of Tiebreaker "A" if teams are still tied after points:

1-Head to Head game

2-Wins within games against tied teams

3-Go to Tie Breaker B

TIEBREAKER "B" WITH 3 OR MORE TIED TEAMS:

Team A beats Team B 5 - 4

Team A beats Team C 5 - 4

Team B beats Team D 3 - 1

First Team A determined by Tie Breaker A.

Second Team B determined by Tie Breaker A.

Third Team C -1 goal.

Fourth Team D -2 goals