

# 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, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> 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