

OFFICIAL HERB HOUSE INTERNATIONAL MEMORIAL TOURNAMENT MIDGET C TOURNAMENT RULES – 10 teams

Playing Rules:

All games are governed by the CAHA, BCAHA and PCAHA rules and regulations.
Any player receiving a Gross Misconduct or Match penalty will be 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 10 teams will be divided into two divisions of five teams.
- The teams will be divided at random into 2 divisions – Red and Black.
- Each team will play all the teams in their division.
- 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 1.5 hour ice times. The 1st period will be **15 minutes in duration**. The 2nd period will be **20 minutes in duration**. The Referee will determine the length of the 3rd period at the end of the 2nd period.
- The 1st and 2nd place teams from each division 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

NOTE: All of the playoff games are to be played as a 1.5 hour ice allocation. The extra 15 minutes is for possible OT and shootout if required.

Playoff Round:

1st place Red to play 2nd place Black
1st place Black to play 2nd place Red

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 Coordinator, Desirée Savoy. The designated Dispute Committee's decision will be final.

Dispute Committee:

Jeff Nottingham, Robert Nasato, Tom Nash

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

Time Outs

Not permitted during the tournament

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

OFFICIAL HERB HOUSE INTERNATIONAL MEMORIAL Peewee A TOURNAMENT RULES – up to 8 teams

Playing Rules:

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

Any player receiving a Gross Misconduct or Match penalty will be 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 a minimum of 3, maximum of 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 1.5 hour ice times.
- The 1st period will be **15 minutes in duration**. The 2nd period will be **20 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:

- a) Result of tied teams games against each other (for 3 or more tied teams see attached)
- b) Highest positive difference of goals for minus goals against in games between tied teams
- c) Fewest goals against
- d) Lowest penalty minutes
- e) Most goals for
- f) Coin Toss

Playoff Round:

1st place team to play 4th place Team

2nd place team to play 3rd place Team

NOTE: All of the playoff games are to be played as a 1.5 hour ice allocation. The extra 15 minutes is for possible OT and shootout if required.

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 Coordinator, Desirée Savoy. The designated Dispute Committee's decision will be final.

Dispute Committee:

Jeff Nottingham, Robert Nasato, Tom Nash

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

Time Outs

Not permitted during the tournament

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