



**GREATER FORT ERIE MINOR HOCKEY ASSOCIATION
ANNUAL WINTER CHALLENGE TOURNAMENT
TOURNAMENT RULES & REGULATIONS
THIS IS AN ALLIANCE SANCTIONED TOURNAMENT**



REGISTRATION

1. Coaching staff must report to the arena where their first game is scheduled one (1) hour prior to the start of the first game in order to sign in. **All members of bench staff must report to the Tournament Office prior to every game to sign the game sheet.** No-one is permitted to remove the game sheet from the tournament office.
2. Teams must carry with them at all times their player cards or approved official team roster. If applicable, teams must also carry with them approved official Affiliated Players (AP) roster. **Team rosters must be presented to the Tournament Registration Office prior to the team's first game.**

RULES

ALL ALLIANCE RULES (available in the ALLIANCE Manual of Operations) GOVERNING HOCKEY SHALL APPLY, ALONG WITH THE FOLLOWING ADDITIONS:

The tournament committee reserves the right to make all decisions regarding the interpretation of the rules and regulations and all decisions are final. No appeals are allowed. We will not under any circumstances speak to anyone other than the Manager or Head Coach. Please communicate this rule with other members of coaching staff and team parents as abuse of this rule may result in your team's expulsion from the tournament.

1. **Any player** receiving a gross misconduct penalty or a match penalty is automatically suspended from the tournament. **Any team official** receiving a penalty for fighting, a gross misconduct or a match penalty is automatically suspended from the tournament. All game sheets are forwarded to the ALLIANCE Head Office for review.
2. The referees are sole judges of all games. **The Tournament Convenors will not discuss referee decisions.**
3. Period lengths will be noted on game sheets which will be available in the Tournament Registration Office prior to each game. There will be a 3-minute warm up prior to each game. No team hand shakes at any time, the two players taking the games opening face-off shall butt gloves prior to the face-off (in accordance with recommended procedures to assist in the prevention of the H1N1 virus). Teams shall go directly to their dressing rooms following the final buzzer.
4. There will be no overtime during round robin play (see QUARTER-FINALS, SEMI-FINALS & FINALS).
5. NO time-outs during round robin play (see QUARTER-FINALS, SEMI-FINALS & FINALS).
6. A player will be allowed to play for only one team during the tournament.
7. Scheduled game times are approximate. The ice may not be resurfaced if games are running behind schedule. **Teams must be ready to play fifteen (15) minutes prior to the scheduled game time, without exception.**
8. **Teams are not permitted to enter the playing area 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.
9. Teams must bring two sets of sweaters. The home team will wear light 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 Office **(must leave a set of car keys)**.
11. All players must use approved equipment only as set out by your Governing Body (OMHA; Alliance; AHAUS; GTHL; etc). This includes mouth guards which are recommended but are only mandatory for teams whose sanctioning body requires that they be worn (e.g. mandatory for OMHA teams).

STANDINGS

All teams are guaranteed three games. Group standings will be determined by two (2) points per win and one (1) point per tie game.

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 3-group divisions, Rule 1 cannot be used initially; therefore Goal Average will be the first tie breaker.

1. **Head to Head Competition:** For example, if Teams A & B both have 4 points, and Team A was the winner of the round-robin game between Teams A & B, then Team A 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 → $12 / (12+2) = 12 / 14 = .857$
Team B would assume the higher position
3. **Fewest Goals Against:** If the teams are still tied, the team with the fewest goals against totaled from all of their round-robin games 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. **First Goal:** If the teams are still tied, the team to assume the higher position will be the team that scored the first goal in the game between the two teams.
6. **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, SEMI-FINALS & 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 sudden victory overtime period (overtime period length to be noted on game sheet). If a tie still exists after the sudden victory overtime period, a shootout will decide the winner. Prior to each Quarter-final, Semi-final and Final game, coaches will be required to complete a shoot-out order sheet, where they will order ALL of their skaters 1 through? (Every skater must be listed).

Players from each team will shoot simultaneously – sudden victory. Note - It is not a race - both skaters may finish taking their shot.

Teams must exhaust their entire shoot-out order sheet before returning to the beginning. A player who has been ejected from the game is not eligible to participate in the shoot-out – this player would be skipped and the next player on the list would be up.

Home Team Determination for Quarter-finals, Semi-finals and Finals: In all Quarter-finals, Semi-finals and Finals, the team ranked higher in the Round Robin shall be the Home Team. (e.g. if Team A has 5 points and Team B has 4 points after Round Robin play, Team A will be the home team in the Final)

Quarter-Finals to Semi-Finals: The lower ranked winning team from the Quarter-Final Games will play against the 1st Cede 1st Place team and the higher ranked winning team from the Quarter-Final Games will play against the 2nd Cede 1st Place team.