

Tournament Rules and Information

Tournament:

1. The Tournament Committee reserves the right to make any decisions regarding:
 1. Interpretation of rules.
 2. Objections or protests involving disputes or conduct of the tournament.
2. If the colour of the sweater of two competing teams conflict, the home team will be required to change sweaters. The Tournament Committee will supply additional sweaters.
3. The Alf Langdon Memorial House League Hockey Tournament Committee will not be responsible for injuries incurred during the duration of the tournament. All precaution will be taken to protect participants.
4. Teams must comply with their local associations rule regarding protective equipment.
5. Any of the rules or regulations may be changed or altered at the discretion of the Alf Langdon Memorial House League Hockey tournament Committee.

Have Fun and Play Safe

1. Playing rules and tournament regulations are those of the Minor Hockey Alliance of Ontario, the Ontario Hockey Federation and Hockey Canada. The following rules also apply:
 - Fighting gross misconduct and match penalties are automatic tournament suspensions.
 - Any Coach who receives a multiple game misconduct penalty will receive an automatic tournament suspension, example a GM20 the Coach is eligible after he sits his one game suspension. Anything more than one game his suspension will include the Championship.
 - No body checking is allowed in any division
 - No "affiliated" players are allowed except at the goaltender positions and must be from a lower division. (example: bantam affiliates from peewee)
 - No time-outs are allowed in round-robin play. One thirty (30) second time-out will be allowed in semifinals and finals.
 - Only arena personnel, referees, conveners and timekeepers are allowed in the area of the timekeeper and penalty boxes.
 - Team officials must register at the Southwood Arena tournament office at least **one hour prior to their first game** of the tournament.
 - Teams must have approved rosters and travel permits for tournament staff to review. Players are not required to sign in.
 - Each team must be ready to start their game **15 minutes before the scheduled game time**, except for the first game of the day. Breaks have been scheduled and games will start early if the ice is open.
 - The two-minute warm-up will start as soon as the ice re-surfacer door has closed. Following the two-minute warm-up the referee will indicate for both teams to line-up at centre ice and shake hands with the opening face-off to follow
 - The designated visiting team will leave the ice upon direction from the referees with the home team remaining at their bench until the direction of the referees.
 - All games in Novice, Atom and Peewee will be 3, 10 minute periods with a flood between 2nd and 3rd with **no** flood at the end of the game. Bantam will be 10, 10, 15 minute periods with a flood between 2nd and 3rd with **no** flood at the end of the game.

2. Round Robin and Playoff Format:

Each division from Novice to Bantam will be in groups with sizes to be determined by the number of teams entered:

- If there are 12 teams in a division there will be three groups of 4 playing a 3-game round-robin. The first place team from each division will advance along with one Wild Card to the Semi-Finals. This will be the team with the next best record of all the teams in the three divisions. If teams are tied the Alliance Hockey Tie Breaking rule will apply
- If there are 8 teams in a division there will be two groups of four teams playing a three game round-robin within their group. The top two teams from each group will advance to the semi-finals.

3. Tie Breaker Rules:

Two points will be awarded for a win and one point for a tie.

ALLIANCE Hockey Tie Breaking Rules

Ties at the end of ALLIANCE regular season, ties in ALLIANCE round robin play during playdowns/playoffs and all sanctioned ALLIANCE Championships - In the event of a tie at the end of the round-robin series during any ALLIANCE sanctioned event, for any position, the following procedure will be used to break the tie. *(If you require clarification on any of the following information please contact either the ALLIANCE office or the chair, ALLIANCE structure/championships.)*

.1 IF TWO (2) TEAMS ARE TIED IN ROUND ROBIN SERIES

If two (2) teams are tied at the conclusion of a round robin series then the following procedure will be used to determine the final ranking before the semi-final and final games are played. (Process adopted from HC – November 22, 2001.)

- .1 The team with the most wins of the games between the two (2) tied teams.
- .2 The team with the most wins gains the higher position.
- .3 If the two (2) teams are still tied after .1 and .2. above have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals (for and against).

NOTE: **ALL** games are included

Example: For = 10 goals
Against = 4 goals

Percentage: $10/10+4 = .714$

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position

- .4 If the two (2) teams are still tied after 7.1.1, 7.1.2 and 7.1.3 have been applied, the team with the least number of minutes in penalties throughout all of the regular season games gains the higher position.
- .5 If the two (2) teams are still tied after 7.1.1, 7.1.2, 7.1.3 and 7.1.4 have been applied, then the team that scored the first goal in the first game between the two (2) tied teams gains the higher position.
- .6 If the two (2) teams are still tied after 7.1.1, 7.1.2, 7.1.3, 7.1.4 and 7.1.5. have been applied,

then a single coin toss will determine which team gains the higher position.

.7 THE OHF BOARD OF DIRECTORS DECIDED THAT THE FOLLOWING PENALTY TIME ALLOTMENTS WOULD BE REGULATED FOR TIE BREAKERS ONLY:

- .1 Game misconducts are worth ten (10) minutes
- .2 Misconducts are worth ten (10) minutes
- .3 Match penalties are worth fifteen (15) minutes (game sheet will indicate 5 minutes)
- .4 Gross Misconducts are worth fifteen (15) minutes (game sheet will indicate 10 minutes)

.2 IF THREE (3) TEAMS OR MORE ARE TIED

Note: .1 and .2 in the three team tie breaker only apply if each team plays one another an equal number of times. If they do not proceed right to .3 of the three team tie-breaker

- .1 The three (3) team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd seed. **If any step in the tiebreaker only seeds one team, that team assumes that position.** The three (3) team tiebreaker will continue to determine the seeding of the two (2) remaining teams. At no time will teams using this formula go back to the two-team tie-breaker.
- .2 If three (3) teams or more are tied, the point record established in the games **AMONG THE TIED TEAMS ONLY** will be used as the first tie breaking formula in deciding which team(s) shall advance. The team(s) with the most wins would gain the highest position.
- .3 If the teams are still tied after 7.2.2 has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner. Total number of goals for divided by the total number of goals (for and against) as follows:

NOTE: **ALL** round robin games are included

Example: For = 10 goals
Against = 4 goals

Percentage: $10/10+4 = .714$

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position

- .4 The exercise of 7.2.3 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. **They do not go back to the Two Team Tiebreaker.** An example is as follows:
 - .1 Team A - .714 = 1 seed – Advances
Team B - .500 = 3 seed – Does not advance
Team C - .650 = 2 seed – Advances
 - .2 Team A - .714 = 1 seed – Advances
Team B - .500 = Still tied with Team C (go to next step 7.2.4.4)

Team C - .500 = Still tied with Team B (go to next step 7.2.4.4)

.3 Team A - .650 = Still tied with Team B (go to next step 7.2.4.4)
Team B - .650 = Still tied with Team A (go to next step 7.2.4.4)
Team C - .500 = Does not advance

.4 If teams are still tied after 7.2.2 and 7.2.3, the team with the fewest goals against (all round robin games played) will gain the highest position.

.5 If teams are still tied after 7.2.2, 7.2.3 and 7.2.4.4 the team with the most goals for (all round robin games played) will gain the highest position.

.6 If teams are still tied after 7.2.2, 7.2.3, 7.2.4.4 and 7.2.4.5 have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout **all** of the regular season games.

.7 THE OHF BOARD OF DIRECTORS DECIDED THAT THE FOLLOWING PENALTY TIME ALLOTMENTS WOULD BE REGULATED FOR TIE BREAKERS ONLY:

.1 Game misconducts are worth ten (10) minutes

.2 Misconducts are worth ten (10) minutes

.3 Match penalties are worth fifteen (15) minutes (game sheet will indicate 5 minutes)

.4 Gross Misconducts are worth fifteen (15) minutes (game sheet will indicate 10 minutes)

Semi-Final and Final Overtime

A tie existing at the end of regulation time in a semi-final or championship game will be decided by sudden victory and the following shall apply:

- Both teams will start with four skaters and a goaltenders for three minutes
- If no goal is scored each team will play with three skaters until a goal is scored
- Penalties will carry over from regulation time
- No time-outs are allowed in overtime

In the case of any disputes, the decision of the tournament committee will be final.