



# Havoc Elite Invitational

## Rules - 2018

### 1. TEAM ROSTERS

- Each team must submit a roster of players eligible to play in the Havoc Elite Invitational tournament. All changes to the roster **MUST** be made prior to the commencement of the first game. The roster as submitted on the first tournament game sheet will be considered the FINAL roster and those players listed on the first game sheet of the tournament will be the ONLY players allowed to compete for the duration of the tournament. Each team may register 20 players. 18 skaters max and two goaltenders may dress for each game. Coaches and managers should be included on final roster. Any player found to be playing that does not appear on the first game roster will be removed from the game and ejected from the tournament. The team in violation will have the games that the illegal player participated in recorded as a loss of 1-0. A team affected who lost or tied against the team in violation will receive an official score of 1-0 and receive 2 points.
- Birth certificates for all players must be carried with the team and be available for inspection upon request. If a player is unable to produce their birth certificate upon request, he or she will be unable to participate for the remainder of the tournament.

## **2. DRESSING ROOMS**

- Dressing room assignments will be posted each day on the main board in the arena. Any damage to a dressing room will be charged to that team (if you see any damage when you first enter your room please contact April McAlister at the tournament desk). Havoc Hockey is not responsible for lost, damaged or stolen property.

## **3. HOME & VISITING TEAMS**

- The first team listed is the HOME team and will be identified on each schedule. ALL TEAMS MUST HAVE A SET OF BOTH LIGHT AND DARK JERSEYS. The home team will wear LIGHT colored jerseys and the away team will wear DARK.
- Team MUST use the correct bench for each game based on their assignment. Please beware that Arena B at Winsport is someone confusing for timekeepers so bench/game sheets to match to ensure it is correct.

## **4. GAME SHEETS**

- Before each game, the manager or coach will sign the game sheet located at the tournament table in the arena.
- Starting line-ups do not have to be identified; however, the starting goaltender must be circled on the game sheet.
- Upon completion of each game, the scorekeeper will provide the coach with a copy of the game sheet. Should you not receive the game sheet, it will be available at the tournament table.

## **5. GAME STARTS**

- Teams MUST be prepared to play 15 minutes prior to the scheduled start time.

## **6. ON ICE OFFICIALS**

- All referees and linesmen are approved and are under the direction of a Referee in Chief.
- Coaches MUST treat officials with respect. Inappropriate behavior can result in a coach being suspended from the tournament with the discretion of the tournament committee.

## **7. PRE-GAME WARM-UP**

- Teams will be allowed a five-minute warm-up at the beginning of the game. If the tournament is running behind the allotted time, warm-up time will be reduced. Teams must stay on their side of the center red line.
- Warm up pucks will be provided. They will be located in the timekeeper bench and MUST be returned to the timekeeper bench immediately following warmups.

## **8. ICE FLOODS**

- Ice floods will occur after every two periods of play, which will commence with the next game of the day. Teams will be given a 10-minute break while the flooding is done. When there is no flooding between periods, each team will be given a two-minute break.
- For games that are starting with no flood, teams should be ready to begin their warm-up immediately following the preceding game.

## **9. MANDATORY EQUIPMENT**

- Helmets and full-face protectors are mandatory for all players.
- The use of neck guards and mouth guards will be mandatory based upon the rules of your home province or state. Players not conforming to these standards will not be allowed to play until the required equipment is in place.

## **10. ALTERNATE GOALTENDER**

- All alternate goaltenders are required to wear protection while the game is in progress. If a team changes their goaltender, no warm-up is permitted.

## **11. MERCY RULE (Clock, Penalties)**

- All games in the tournament are 20-minute stop-time periods.
- Should a team have a lead of six goals or more at the start of the third period, running time shall apply. Should this lead revert back to five goals or less, stop time will resume.
- This mercy rule will apply to ALL games of the tournament.
- The clock will not be stopped during straight time (i.e. when the mercy rule is in effect) while the referee deals with any penalties.

- Penalties during Mercy Rule: Minor: Three (3) minutes – Major: Seven (7) minutes.

## 12. **PENALTIES**

- Penalties during Stop-Time: Minor: Two (2) minutes - Major: Five (5) minutes - Misconduct: Ten (10) minutes.
- **Any player who receives four total penalties in one game will be ejected for the remainder of that game.** Once the player reaches three penalties, the referee will notify the coach that the next penalty will result in ejection. On the fourth penalty call, the player will be ejected, and another player who was on the ice at the time of penalty call will serve the penalty.
- A double minor penalty would be counted as 1 penalty toward the four max noted above.

## 13. **ROUND ROBIN PLAY**

- There will be no overtime in the Round Robin games.
- Points will be awarded as follows: Two (2) for a win, One (1) for a tie, Zero (0) for a loss.
- See attachment for special situations

## 14. **HANDSHAKE**

- A customary handshake will take place at the end of each game including refs

## 15. **OVERTIME IN PLAYOFFS**

- If teams are tied at the end of regulation time, there will be a one-minute break with no ice flood.
- Teams will not change ends.
- Teams will be given a one-minute break
- The first team that scores shall be declared the winner at any point during the overtime.
- If there is a penalty near the end of overtime, the penalty will carry into the next overtime period.

- FIVE minutes will be put on the clock and played out at stop time with five skaters and a goalie on each side.
- If there is still a tie at the end of the first five-minute overtime, FOUR minutes will be put on the clock and be played out with four skaters and a goalie on each team.
- If there is still a tie after the second overtime, THREE minutes will be put on the clock and be played out with three skaters and a goalie on each team.
- If there is still a tie after the third overtime, there will be a shootout to declare the winner.
- The shootout rules are as follows: Each team will pick three players. The visiting team will shoot first and alternates to home team until all three players have taken their turn. If a winner is not declared, then each team will choose one player at a time to shoot until a player scores at the end of the rotation. ONLY PLAYERS THAT HAVE NOT BEEN PREVIOUSLY SELECTED WILL BE ALLOWED TO SHOOT. Each player on your entire team must shoot before reusing a previous player (except goaltenders). This will continue until a winner is declared.
- During the shootouts, players from both teams must remain on the bench unless they are shooting.

## 15. TIE IN STANDINGS

- Total points shall determine team standings as set out in Rule 13.
- To determine team standings in the event of a tie in points, the following criteria shall be used:

(1) Head to Head - The winner of the game between the two tied teams shall be deemed the winner. In the event of a tie between more than two teams, this tie breaking criteria shall not apply in any circumstances.

(2) If still tied after the first criteria, or if the first criterion is not applicable, the team that has the most wins at the end of the round robin play shall be deemed the higher seed.

(3) If still tied after the most wins criteria, goal differential will be used (goals for – goals against) Note: a maximum of a 7 goal differential per game will apply for and against.

(4) If still tied after the goal differential criteria, then we use the round robin

shoot outs as the final tie breaker. The team with the most round robin shootout goals will be deemed the winner.

(5) If teams are still tied after the round robin shootout criteria a further goal differential formula will be applied (goals for divided into goals for + goals against). The highest Percentage will be deemed the winner. ie...At the conclusion of the round robin team A has 14 goals for and 10 goals against. 14 divided by 24 would give team A a **.583** average. Team B has 17 goals for and 13 against, 17 divided by 30 for a **.566** average. Team A would advance with the higher average.

(6) If goal differential formula still presents a tie then the team with the least amount of penalty minutes would be the winner.

(7) If teams are still tied after penalty minute criteria a coin toss will take place between the tied teams with involved parties personally in attendance and coin sides predetermined to represent each team.

## 16. **ROUND ROBIN SHOOTOUTS**

- Five (5) players shoot for each team after each round robin game.
- Each player on each team gets at least one shot throughout the round robin before a player can go again.
- Players designated as shooters should be noted on score sheet. Home team will shoot first.
- If a team does not have 15 players, after every player had had at least one shot, the team can pick a player to shoot a second time.
- At Winsport Only, Goalies from each team will share the same net (the net at the end of the ice closest to stands) and will alternate in and out of net. One goalie will be in the corner while the other one takes the shot (he does not have to go back to bench).
- Normal penalty shot rules apply.
- All other players not shooting must remain on the bench. Failure for all other players not shooting to remain on the bench during shootouts could result in the loss of shootout points. This is to the discretion of the on ice official.

## 17. **ICING**

- Regular icing rules will apply; the no touch rule will be in effect.

## 18. **GAME PLAY**

- The tournament committee reserves the right to adjust the playing time of any game. All teams affected will be advised of the time adjustments.
- The tournament committee has the right to suspend play in any game.

## 19. **BODY CHECKING**

- There will be NO body checking allowed in all divisions with the exception of the 2005 division.
- The 2005 division is a body contact tournament. We remind coaches to warn players of the dangers of checking from behind (and the penalties applicable, see 23).

## 20. **SLAP SHOTS**

- Will be allowed in all levels.

## 21. **TIME OUTS**

- Each team will be allowed two-30 second time out per game.

## 22. **COINCIDENTAL PENALTIES**

- If coincidental penalties are called, **NEITHER** team will skate short-handed.

## 23. **CHECKING FROM BEHIND**

- A player may receive either a two or five minute penalty at the discretion of the referee.
- If a minor (2) minute penalty is assessed, the player will receive an additional 10 min misconduct to be served after the 2 minute minor.
- If a major (5) minute penalty is assessed, the offender will be removed from the remainder of the game. A player that was on the ice at the time of the penalty will have to serve the 2 or 5 minute penalty.
- If a player is called for CFB during the last 10 minutes of the game, it will be reviewed by the tournament coordinator and officials as to whether a one game suspension will be applied.

- Tournament Committee will have final say in all decisions.

#### **24. MATCH PENALTY/GROSS MISCONDUCT**

- Any player assessed a match penalty (A deliberate attempt to injure by spearing, butt-ending, slashing, cross-checking, etc.), or a gross misconduct will be subject to the tournament committee ruling before the next scheduled game.

#### **25. PROTESTS**

- Protests will only be allowed when the eligibility of a player is in question under the following circumstances.
  - (a) If the athlete plays in an age division where he/she is too old.
  - (b) A player is used that did not appear on the first game sheet.
- This rule applies to all the teams entered in the tournament. All protests will be dealt with by the committee. Teams found in violation of these rules will result in the athlete being disqualified from the rest of the tournament. The team in violation will have the games that the illegal player participated in recorded as a loss of 1-0. A team affected who lost or tied against the team in violation will receive an official score of 1-0 and receive 2 points. All other protests will NOT be allowed.

#### **26. PROTOCOL**

- No family members or parents and players are allowed to approach tournament committee or officials with questions or comments.
- Any parents/family members and fans that become disrespectful during a game or the duration of the tournament will be removed from the arena.

#### **27. GAME RESULTS**

- All teams should use the tournament website for final game results.
- It is the responsibility of each team to know where they stand before a tiebreaker game. Tournament will NOT be responsible if a team does NOT check tie-breaking rules.
- It is the responsibility of each team to contact the statistician by email at [tech@havoceliteinvitational.com](mailto:tech@havoceliteinvitational.com) if their score is not properly recorded on the tournament website. They MUST email within two hours from the time the game is completed if there is an error that must be changed.



## **28. INSURANCE**

- All teams must carry a minimum of \$2 Million in team liability insurance and the tournament committee MUST have a copy of their team insurance before the start of the tournament. No Insurance, No Play!!

## **29. INJURED PLAYERS ON THE BENCH & MINORS**

- Any injured player or minor that appears on the bench during a game MUST wear a helmet.

## **30. STATS**

- Players stats will be recorded on the tournament website based on the game sheet.
- If players are wearing different numbers for home and away jerseys, tournament stats will NOT be recorded.
- No parents are able to request changes to player's stats.
- Changes in player stats must be made by team coaches or managers directly following their game. Requests for change can be emailed to [tech@havoceliteinvitational.com](mailto:tech@havoceliteinvitational.com)

## **31. TOURNAMENT COMMITTEE**

- The tournament committee has the final say in all decision issues.
- If there are any mishaps during the tournament, the tournament committee is NOT held responsible.
- If there is a breakdown at a rink facility, the tournament committee has the right to shorten ALL game lengths. Floods between periods and games may be eliminated.