

## TOURNAMENT RULES 2017 – 2018

kmharecreation@gmail.com www.kamloopsminorhockey.com

### RECREATIONAL TOURNAMENTS

**RULES:** All games played under Hockey Canada, BC Hockey and OMAHA rules

**HOME TEAM:**

The **Home Team** will be the first team listed on the schedule. The **Home Team** will be responsible to change sweaters if there is a color conflict. The **Home Team** will remain on the ice until the visiting team has left.

**PRE GAME WARM-UP:** 5 minutes in length. Please be on time.

**INJURED PLAYERS** on the bench need to be in full gear.

**YELLOW CARD RULE:**

These will be handed out to unruly coaches or spectators.

1<sup>st</sup> yellow card = warning

2<sup>nd</sup> yellow = immediate eviction from the tournament

The yellow cards are not per game, they are per tournament. The Tournament Director or Designate has the authority to stop the game if the coach or spectator refuses to leave. The offender has 2 minutes to leave the building or the offending team could forfeit the game.

**FIGHTING:** Any player penalized for fighting will be suspended for the remainder of the tournament

**MATCH PENALTY OR GROSS MISCONDUCT:** Any player receiving a gross misconduct or match penalty will be suspended for the remainder of the tournament.

**PROTESTS:** The tournament director's decision will be final on any protests. Protests will be handled immediately.

**TEAM OFFICIALS:** Team officials will also fall under the same rulings as the players with regards to suspensions.

**TIES:** In the event that teams are tied at the end of the ROUND ROBIN, the Tie Breaking Formula will be as in section 5.22 of the BCAHA Constitution, By-Laws and Regulations manual.....SEE INSERT

**OVERTIME:** Overtime rules for Tournament Semi-Final and Championship games will be as follows:

- One (1) 5 minute sudden victory overtime period of 4 skaters on 4 skaters
- If game is still tied a 5 player shootout will take place
- If game is still tied after the five player shoot out a sudden victory shootout will take place (not using the previous 5 shooters) until a winner is declared.

**MERCY RULE:** If at any time during a game one team is 6 goals ahead, the remaining time will be run time. If the team behind scores to narrow the spread to 5 goals, then the remaining time will revert to Stop Time. The tournament director has the ability to ask the time keepers to stop posting goals if the spread becomes too large.

**SCHEDULING:** If the tournament gets behind schedule, the Tournament Director, at his/her discretion can and will adjust the remaining ice times and that decision will be final.

**LENGTH OF GAMES:**

**BANTAM & MIDGET RECREATIONAL:** 1 ¾ hour games  
(3-20 minute periods, RUN, RUN, STOP with a flood ½ way thru second period)  
•Last 10 minutes MUST be stop time, unless mercy rule in effect.

**ATOM & PEEWEE RECREATIONAL:**  
1 ½ hour games  
(3-20 minute periods, RUN, RUN, STOP with flood at end of game.

**ROUND ROBIN SCORING**

No overtime in round robin series. Overtime in Semi-final and Championship games ONLY.

2 Points for a win

1 Point for a tie

0 Points for a loss

**GRETZKY RULE: (DOES NOT APPLY TO MIDGET)**  
a maximum of 3 goals per game per player will be recorded on the game sheet and the score clock.

*REVISED April 2017*