



The War For The Roses 2023 RULES (2010 Edition)

- 1. Participant & Staff Waiver.** All participants (players, bench staff) must complete the tournament online waiver **at least 30 minutes** prior to playing that team's first round robin game.
- 2. First Game.** Coach/Manager must register team **at least 60 minutes** prior to first game by filling out game sheet.
- 3. Teams' Stay Includes Saturday.** All teams will participate in a jersey exchange amongst all players after completion of the Finals taking place Saturday morning.
- 4. Team Roster Size.** The maximum team roster size is 20. The minimum team roster size is 12. Includes goalies.
- 5. Max/Min # of Players/Team Dressed per Game.** The maximum number of players that a team can dress per game including goalies is 20. The minimum number of players that a team can dress per game including goalies is 12.
- 6. Team Colours.** Home is Dark Uniform. Away is White or Light Uniform.
- 7. Birth Year.** Players are restricted to the birth year 2010 or one year younger.
- 8. Residency Policy.** Players are restricted to play for their own team based on geographic area. There are exceptions. [Click here for 2023 Residency Policy](#)
- 9. Players and Team Roster.** All players must appear on a team's game one roster (1st round robin game sheet) and have had filled out the online waiver prior to that team's first game. All players must play a minimum of 2 Round Robin Games to qualify for playoffs.
- 10. Mouth & Neck Guards.** Mouth guards are not required but recommended. Referees will be checking for neck guards. If found without, a player will be sent off ice and cannot return to play unless wearing one. If any other player(s) is/are found without them after the first player was removed from play, a 2-minute bench minor will be assessed.
- 11. Dressing Rooms.** It is the responsibility of each team to make arrangements to secure belongings. At least one of the coaching staff must be present at anytime there are players in the dressing room. Players can never be left alone. It is also the responsibility of each team to represent themselves in a professional manner by promptly vacating the room ASAP while keeping the room clean and tidy. At the sole discretion of the WFTR Committee, a "trashed" room may result in a game forfeit or team ejection from tournament.
- 12. Game Forfeit.** In the event of a forfeited game the winning team will be awarded a 5-0 score. If both teams forfeit, both teams will have lost by a score of 5-0 and no points awarded to either team.
- 13. PREGAME WARMUP PUCKS.** It is the responsibility of each team to provide their own warm up pucks. We suggest if you are flying into town, have each player put 2-3 pucks in their bag.
- 14. GAME TIMES & FLOOD SEQUENCE. (3x15 stop time).** Each team is guaranteed a minimum of five (5) games with the potential to play up to eight (8) games. All games consist of three stop time 15-minute periods. Ice surface is flooded after each game.
- 15. 3-MINUTE WARM UP & 15-MINUTE EARLY START.** All teams are entitled to a 3-minute warm up. All teams must be prepared to play their games up to 15 minutes prior to scheduled start time, in the event the tournament is ahead of schedule. **No Timeouts allowed during round robin.**
- 16. MERCY RULE (5 GOALS).** Beginning in the 3rd period, or at any time thereafter, if a team is ahead by five or more goals, the clock will revert to running time. If subsequently the difference is reduced to less than three goals the clock will revert back to stop time and will not resume to running time unless a 5-goal differential is reached again.
- 17. MAX GOAL DIFFERENTIAL (5 GOALS).** For tie breaking purposes any one game cannot exceed 5 goals. **Example...** If your team won "8-1" in a game, for tie breaking purposes, it is recorded as a "6-1 win". Individual Stats are still recorded and are not affected by a max goal differential.
- 18. NO TIE GAMES.** In the event of a tie in regulation, teams will play one (5) five-minute 3-on-3 sudden victory overtime period (OT). If still tied, there will be a 3-player shootout. If still tied, a 1-on-1 shootout will take place. The first team to win the 1-on-1 shoot out wins game. Each team member shoots before any one player can shoot twice. Any player that was still serving a penalty at the conclusion of overtime cannot shoot until all other players have shot. Powerplays carry over into OT. Any player that was still serving a penalty at the conclusion of overtime cannot shoot. A regulation time win is 3 pts and a loss is 0 points. An OT or SO win is 2 points. An OT or SO loss is 1 point. Teams do not change sides in OT.
- 19. NO HITTING.** The "No Hitting Rule" will be strictly enforced. At minimum, a 2-minute minor penalty will be assessed against the offending player.
- 20. SUSPENSIONS.** A hit from behind results in an automatic ejection and at minimum, a 2-minute minor penalty. A 5-minute major penalty results in an automatic ejection and at minimum, a 1-game suspension. Any player that receives a second major penalty will result in a tournament ejection. Any player and/or team official who receives a match penalty or gross misconduct will be suspended for the remainder of the tournament.
- 21. PROTESTS.** Tournament officials will consider any logical grievance, or suggestion when presented in a calm and professional manner by a designated team official only. Protests regarding officiating will not be heard.



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TIE BREAKING SEQUENCE (Playoff Seeding)

In the event of a tie in points between 2 or more teams after the conclusion of the round robin, the following tie breaking procedures are used to determine which team(s) gain(s) the higher seed position. The tie breaking sequence applies to ties within pools.

1. **MOST WINS.** If still tied, the team with the most wins in the round robin gains the higher position.
2. **BEST GOAL QUOTIENT.** If still tied, then the team with the best goal quotient (higher number) gains the higher position. It is a measure of all round robin games played.

DETERMINING GOAL QUOTIENT

Total "goals for" / (Total "goals for" + Total "goals against")

Example... "For" = 15 goals. "Against" = 10 goals. Ratio = $15/(15+10) = .750$.

Higher Percentage Number, Gains Higher Position

DETERMINING GOAL DIFFERENTIAL

Goal Differential is maxed out at 5 goals for tie-breakers.

Example... For tie breaking purposes only, an 8-1 win is formulated as a 6-1 win.

5-goal max does not affect player statistics.

3. **GOAL DIFFERENTIAL.** If still tied, the team with the highest goal differential (goals for minus goals against) gains the higher position. It is a measure of all round robin games played. For tie breaking purposes only, an 8-1 win is formulated as a 6-1 win. Individual stats are not affected.
4. **FEWEST GOALS AGAINST.** If still tied, the team with the fewest goals against (all round robin games played) will gain the higher position.
5. **MOST GOALS FOR.** If teams still tied, the team with the most goals for (all round robin games played) will gain the higher position.
6. **EARLIEST FIRST GOAL SCORED IN THE TOURNAMENT.** If still tied, amongst the tied teams, the team which scored the earliest first goal of the tournament gains the higher position. For example, team "A" scored their first goal of the tournament, one minute into the first period of the first game, whereas team B scored their first goal of the tournament with 45 seconds remaining in the 1st period of their first game. So, team A gains the higher position.
7. **COIN TOSS.** If still tied, a coin toss will determine which team gains the higher seed.



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PLAYOFF FORMAT

All Playoff games are officiated in the same format as the Round Robin games with the following exception:

- I. Each team is entitled to one 30-second timeout per playoff round game during regulation time only.

PLAYOFF OVERTIME (OT) & SHOOTOUT (SO) FORMAT

In the event of a tie after the end of regulation play during the playoffs, the following OT rules apply:

- 1. DO NOT CHANGE SIDES.** Teams do not change sides in OT.
- 2. NO TIMEOUTS DURING OT PLAY.** There are no timeouts allowed in OT.
- 3. POWERPLAYS (PP's) APPLY.** Powerplays (PP's) carry over into OT.
- 4. 5-MINUTE (4-on-4).** One five-minute 4-on-4 sudden-victory overtime period will be played.
- 5. 5-MINUTE (3-on-3).** If still tied, one 5-minute 3-on-3 sudden-victory overtime period will be played.
- 6. 10-MINUTE (2-on-2).** If still tied, one 10-minute 2-on-2 sudden-victory overtime period will be played.
- 7. BEST OF 3 SHOOTOUT.** If still tied, each team picks their first 3 shooters. These 3 players cannot be used in a potential 1st round of sudden death shootout. Any player that was still serving a penalty at the conclusion of overtime cannot shoot.
- 8. SUDDEN DEATH SHOOTOUT.** If still tied, the first team to win the 1-on-1 shoot out wins game. Each team member shoots before any one player can shoot twice. Any player that was still serving a penalty at the conclusion of overtime cannot shoot until all other players have shot.

THE WAR FOR THE ROSES COMMITTEE DECISIONS FINAL

All Tournament Rules will be interpreted in a manner consistent with the objectives of the tournament; namely, fairness, safety, and the enjoyment of the players. A decision by Mike Cvic, Tournament Director, whether or not specifically addressed by these rules, shall be binding upon all tournament participants. The Tournament Director shall have the authority to grant exemptions from or make modifications to any of the rules when it is considered fair and appropriate to do so in any specific situation. All decisions by the Tournament Director are final.

GOOD LUCK AND HAVE FUN...!!!