



### **Remembrance Day Classic 2022 Rules**

1. All games will be played in accordance with current Hockey Canada, BC Amateur Hockey and Vancouver Island Amateur Hockey Association rules.
2. Each team must dress a minimum of 10 players including goaltenders to a maximum number of 19 including goaltenders. Prior to the first game, the team shall provide the Final Player Roster for the tournament which should include any eligible affiliated players that the team may have. Only players on this list are eligible to play. Teams carrying one goalie must be able to replace an injured goalie in 10 minutes or forfeit the game.
3. All e-gamesheets must be completed, signed, and returned to tournament officials 1/2 hour before game time.
4. If there is a conflict in jersey colours the home team will be responsible for the change.
5. All round robin games will be stopped with 2 minutes left before the end of the scheduled time slot regardless of any time remaining on the game clock.
6. Any player who receives a game misconduct in conjunction with a 5-minute major penalty for fighting must appear before the tournament committee to determine if continued participation in the tournament is allowed.
7. Any players receiving a second game misconduct, for any offense, in conjunction with a 5-minute major will be ejected from the tournament.
8. Each team is responsible for the security of their own dressing room. Tournament hosts will not be responsible for any lost, stolen, or misplaced items. Please follow Kerry Park arena procedures to lock the dressing room.
9. Team officials are responsible for ensuring dressing rooms are left neat and in an orderly fashion.
10. All calls made by the game official/referee are final.
11. THERE IS A ZERO TOLERANCE FOR ABUSE OF GAME OFFICIALS, including referees, linesmen, score keepers and timekeepers. Any person exhibiting such behavior may be asked to leave the arena for the remainder of the game. If the behavior continues, they will not be allowed to return to the tournament.

12. Any protests must be made in writing, signed by a team official and submitted within one hour after completion of the game generating the protest. There will be a \$100 fee for all protests and appeals. The ruling of the tournament committee is final.

### **Tournament Game Format**

All round robin games will consist of:

- i. 5-minute warm-up
- ii. 15-minute periods all consisting of stop time.
- iii. The clock will be stopped at 2 minutes to the end of the scheduled time slot regardless of the time remaining on the game clock to allow for the player of the game awards and handshakes.
- iv. Mercy Rule: In the spirit of fair play, the timekeeper will only allow a 7-point goal difference to be seen on the score clock. However, the scorekeeper will continue to input the goals in the e-gamesheet. Additionally, if the trailing team scores, missing goals will be added to leading teams score to the maximum.
- v. All round-robin games have no ice cleans.

• During Round Robin Play, points will be awarded as follows:

- |      |      |          |
|------|------|----------|
| i.   | Win  | 2 Points |
| ii.  | Tie  | 1 Point  |
| iii. | Loss | 0 Points |

• There are no Timeouts or Overtime permitted in round robin play.

2. At the end of the game, the players and coaches will have a handshake.

3. A Player of the Game (MVP) and DIGGER Award will be chosen from each team at the end of each round robin game by their own team officials. A player may only be chosen once, for each award, during the tournament. The DIGGER Award is for the player who has given their all in the game to make effective change and have one of their personal best games.

4. In the event of a tie in the point standings after the round robin is complete, the following procedures will be used to break the tie (in descending order):

- i. Most Wins
- ii. Best Goal Difference (GF-GA=GD)
- iii. Least Loses
- iv. Least Penalty Minutes
- v. Least Goals Allowed
- vi. Highest Goals For
- vii. Coin Toss

5. For the crossover Semi-Final games, consolation, and Championship Game, the games will consist of a 15-minute first period, 20-minute second period, and a 20-minute third period. All periods are stop time. Additionally, there will be an ice clean after the first whistle after the ten-minute mark of the second period. If the games are tied after regulation time:

- i. One 5-minute sudden death overtime period will be played using 3 skaters and one goalie per side. (if still tied, ii)
- ii. 3 Player NHL Style Shoot out will take place – Visiting Team will shoot first, the shootout will continue until there is a declared winner. If there is less than 15 minutes remaining in the ice slot, the shoot-out will immediately follow regulation time. This determination will be made by the Tournament Director at the end of regulation. No player will shoot twice until all skaters have shot. There will be no ice clean before overtime in the Final games due to game length considerations.

6. In semi-final and final games, teams ARE allowed one 30 second timeout at any time.

7. The Tournament Organizers reserve the right to change game times on the final day of the tournament (only if necessary) for teams with special travel considerations.

8. The Head Coaches of all 10 teams will vote on an MVP following the Semi-Final Games. In the event of a tie, the tournament director will pick the winners.