



## **Merritt Minor Hockey**

PO Box 936, Merritt, BC V1K 1B8  
Office: 2075 Mamette Avenue, Merritt, BC  
[www.merrittminorhockey.com](http://www.merrittminorhockey.com)

# **U18A TOURNAMENT RULES**

---

**All games will be played under these rules in addition to OMAHA, BC Hockey, and Hockey Canada Policy, Rules, and Regulations.**

### **SUSPENSIONS:**

In addition to BC Hockey Minimum Suspension Guidelines:

Any player who is assessed one (1) match penalty, major penalty, gross misconduct penalty or game misconduct penalty will be suspended from participating in the remainder of the tournament.

Any player who is assessed two (2) misconduct penalties, or game ejections will be suspended from participating in the remainder of the tournament.

Any team official who is assessed one (1) match penalty, gross misconduct penalty, game misconduct penalty, misconduct penalty or game ejection will be suspended from participating in the remainder of the tournament.

### **TOURNAMENT FORMAT:**

Each team will play five (5) games.

Round-robin will consist of each team playing one game against every other team.

Semi-finals games will consist of the team with the highest ranking following the round-robin playing the team with the lowest ranking following the round-robin; the remaining two teams will play each other.

Finals games will be hosted at the Nicola Valley Memorial Arena and will consist of the winner of each semi-final game playing each other in the Gold Medal game; the loser of each semi-final game will play each other in the Bronze Medal game.

### **POINTS AND RANKING:**

Each team will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss.

The team with the highest accumulation of points following round-robin play will receive the highest ranking, and so forth.

If teams are tied with the same accumulation of points following round-robin play, the tie breaking procedure will be utilized to determine which team receives the higher ranking.

**HOME TEAM:**

The home team will be listed first on the schedule and will wear dark coloured jerseys.

If it is determined by the on-ice officials that the home and visiting team jerseys are similar in colour, it will be the responsibility of the visiting team to change their jersey to a contrasting colour.

The home team for semi-final and final games will be the highest-ranking team from round-robin play.

**GAMES:**

Each game will consist of three 20-minute stop time periods.

Pre-game warm-up will be 5 minutes in length and will commence when the on-ice officials permit the teams to enter the playing surface.

The ice will be re-surfaced between each period and teams will be directed to their respective dressing rooms during this time.

**TIME-OUTS:**

Teams will be permitted one (1) 30-second time-out each game during regulation play and one (1) 30-second time-out during overtime.

**OVERTIME:**

There will be no overtime for round-robin games.

Overtime for semi-final and final games will be 5 minutes sudden death 3-on-3, in addition to the goaltender, and teams will defend the goal closest to their assigned bench.

If the game remains tied after the overtime period, a 3-person shootout will be conducted.

If the game remains tied following the 3-person shootout, then one goaltender from each team will be permitted an empty-net shot from below their respective defensive zone hash-marks.

If the game remains tied, then the shootout procedure outlined in the preceding two steps will continue, except as sudden death, until one team is declared the winner.

No player, except for the goaltender, may shoot more than once until all players from that team have participated in the shootout.

Shoot-out goals will be recorded on the official scoresheet.

**MERCY RULE:**

There will be no mercy rule; however, a maximum differential of six (6) goals will be utilized for tie-breaking purposes.

**TIE BREAKING PROCEDURES:**

In the event teams are tied for a playoff position after the round robin series is completed, the following procedure shall be utilized to determine the "rank"<sup>i</sup> of the tied teams:

- (a) If two (2) teams are tied, the winner of the round robin game between those two (2) teams will receive the higher rank.
- (b) If three (3) or more teams are tied, the team which has accumulated the most points in games against the tied teams will receive the highest rank, the team with the next most points in games against the tied teams will receive the next highest rank, and so on.
- (c) If any teams remain tied after (a) or (b) has been applied, then the team with the most wins in the "round robin"<sup>iii</sup> will receive the higher rank, and so on.
- (d) If any teams remain tied after (c) has been applied, then the team with the best "goal average"<sup>iii</sup> in the "round robin" will receive the higher rank, and so on.
- (e) If any teams remain tied after (d) has been applied, then the team that received the least minutes in penalties<sup>iv</sup> in the "round robin" will receive the higher rank, and so on.
- (f) If teams are still tied after all previous methods have been applied, then the higher rank will be decided by a "random game of chance"<sup>v</sup>.

**DRESSING ROOMS:**

Teams will be assigned a dressing room at Shulus Arena for their exclusive use during round robin play.

Teams will be provided a key and they will be responsible for keeping their respective dressing rooms tidy (no cleaning will be completed by rink staff).

Teams will be required to vacate their respective dressing room following their final game on Sunday.

Teams must ensure that the key is left in the dressing room and the dressing rooms are left tidy and undamaged; excessive cleaning or repairs will result in a fine (\$100) plus repair costs and a letter forwarded to their Association.

---

<sup>i</sup> 1st being the highest rank; rank and place are interchangeable.

<sup>ii</sup> This includes all games in the round robin series and is not limited to games between the tied teams.

<sup>iii</sup> The "goal average" (z) of a team is to be determined by dividing the total number of "goals for" (x) and "goals against" (y) into the total number of "goals for" ( $x/(x+y)=z$ ). The Team having the highest percentage will be awarded the higher rank. (Example: goals for: 10, goals against: 4;  $10/14 = .714$ ). The maximum goal differential that may be applied in any single game shall be six (6).

<sup>iv</sup> Gross misconducts, game misconducts, misconducts, and game ejections will be recorded as 10 minutes.

<sup>v</sup> To be conducted by a tournament director in the absence of team representatives, which may include, but not limited to a coin toss, roll of the dice, high card, etc., and the decision will be final and not appealable.