



3rd Annual Rep MD Tournament

Friday, December 4th – Sunday, December 6th, 2009



Rules & Regulations

1. All teams will be registered MD Teams (MD is equal to OMHA AE or House League Red). Minor Peewee and above will be body checking. Novice, Minor Atom and Atom there is no body checking.
2. All tournament entry fees must be paid in full before a team is allowed to compete. **Team entries are on first come, first serve basis.**
3. Tournament Headquarters will be at Appleby Arena. The Phone Number is 905-331-3112.
4. Scores can be checked on Bladenet once the schedule is posted. A link for the schedule will follow via email. You can also access Bladenet through our BLOMHA Website at www.blomha.on.ca when the schedule is posted.
5. Teams must play in the division of their eldest player (a team with minor & major atom players must play in Major Atom). Each team shall have a maximum number of players, including two goaltenders, of 19 players. Each team shall have a minimum number of players, including one goaltender, of 11 players. Only MD/AE players from the category below may be used (borrowed) with the exception of goaltenders. For example, an Atom team may borrow a Minor Atom MD/AE player or an Atom MD/AE goaltender. **All such A.P.'s must appear on the approved roster and be approved in advance of the tournament by the Tournament Committee.**
6. All OHF playing rules shall be enforced. Any suspensions not completely served during the tournament will carry over into regular league play. A letter will be sent to your Hockey Association reporting the misdemeanor. O.H.F. minimum suspension list is in effect. **An official's decision will be FINAL (no exceptions). A tournament organizer will not have the authority to overrule a referee's decision.**
7. All players and team officials must have approved MD/AE Team Roster sheets for the current hockey season. Roster sheets must be submitted by Friday, November 6th, 2009. No changes in players after this date without authorization of the Tournament Chair. Any discrepancy in age of a player must be addressed by a written letter from the President of your minor hockey association. Teams must have roster sheets in their possession at all times for review by Tournament committee if requested.
8. All players must wear CSA approved helmets, facemasks, and BNQ neck protectors.
9. All Coaches & Players must be ready to play **30 minutes** prior to their scheduled game time. This is in order to allow for starting games earlier if possible.
10. Tournament Game sheets will be provided. Game sheets are to be filled out at the Tournament Office in each arena 45 minutes before game time and must be completed before participation in any game.
11. Handshakes will take place at the beginning of the game.
12. Time-outs will **not be** permitted during round robin games. One 30-sec time-out **will be** permitted in the Semi-Final and Championship games.
13. **MERCY RULE:** When there is a five or more goal difference, the third period will be running time until the deficit is reduced to below five goals. Penalties while clock is running will commence when puck is dropped. If a penalty is assessed in running time, e.g. 2 minute penalty, will be a 3 minute penalty in running time.
14. The score for a defaulted game shall be 1-0 for the non-offending team.
15. **STANDINGS**
2 points for a Win
1 point for a Tie
16. If tied at the end of regulation play in Round Robin will be recorded as a tie.



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17. If tied at the end of regulation play in a Semi-Final or Championship game, a five (5) minute 4 on 4 sudden victory overtime period will be played. If still tied, a shoot out shall take place. Prior to the start of the game, the coach from each team must list ten players in numerical order that would participate in a shoot out if required. The first five players listed from each team will all participate in the shootout. If still tied after the five players have taken their shots, the shoot out will continue one player per team from the remaining five players listed until a winner is decided. If still tied after all ten players have participated, the coach will assign the remaining players from their team. The same player cannot participate in the shoot out until all players on the team have participated. Prior to the game, the number of shooters to be listed initially, to the maximum indicated above of 10, will be limited to a lower number of skaters/s hooters for a team of less than 10. If a team has less than 10 skaters, once all these players have participated in a shoot out, then both teams will go back to #1 and continue on until there is a winner. Players will participate concurrently. Both #1's will shoot at the same time, #2's, etc.

Note - Any player serving a penalty that hasn't expired by the end of the overtime may not participate in the penalty shoot out.

18. TIEBREAKER

IF TWO (2) TEAMS ARE TIED

If a two (2) way tie for first place or the tie being for other than first place position in the standings, the following tie breakers will be used:

- (A) Head to head record of the two teams during tournament round robin play (if applicable)
- (B) The team with the most wins (all tournament games) gains the higher position.
- (C) If the two (2) teams are still tied after A and B have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals (for and against).

NOTE: ALL games are included

Example: For = 10 goals

Against = 4 goals

Percentage: $10/10+4 = .714$

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position

- (D) If the two (2) teams are still tied after A, B and C have been applied, the team with the least number of minutes in penalties throughout all of the tournament games gains the higher position.
- (E) If the two (2) teams are still tied after A, B, C and D have been applied, then the team that scored the first goal in the first game between the two (2) tied teams gains the higher position.
- (F) If the two (2) teams are still tied after A, B, C, D and E have been applied, then a single coin toss will determine which team gains the higher position.

IF THREE (3) TEAMS OR MORE ARE TIED

NOTE: The three team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd seed.

If any step in the tiebreaker only seeds one team, that team assumes that position. The three team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

If three (3) teams or more are tied, the point record established in the games **AMONG THE TIED TEAMS ONLY** will be used as the first tie breaking formula in deciding which team(s) shall advance.

- (A) The team(s) with the most wins would gain the highest position.
- (B) If the teams are still tied after (A) has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals (for and against).

NOTE: ALL round robin games are included

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Against = 4 goals

Percentage: $10/10+4 = .714$



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The exercise of (B) establishes the team or teams with the highest position(s) by percentage. These teams will advance.

If there are still teams tied, they go to the next step. **They do not go back to the Two Team Tiebreaker.**

An example is as follows:

(1) Team A - .714 = 1 seed – Advances

Team B - .500 = 3 seed – Does not advance

Team C - .650 = 2 seed – Advances

(2) Team A - .714 = 1 seed – Advances

Team B - .500 = Still tied with Team C (go to next step C)

Team C - .500 = Still tied with Team B (go to next step C)

(3) Team A - .650 = Still tied with Team B (go to next step C)

Team B - .650 = Still tied with Team A (go to next step C)

Team C - .500 = Does not advance

(C) If teams are still tied after (B1) and (B2), the team with the fewest goals against (all round robin games played) will gain the highest position.

(D) If teams are still tied after (A), (B) and (C) the team with the most goals for (all round robin games played) will gain the highest position.

(E) If teams are still tied after (A), (B), (C) and (D) have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout **all** of the tournament games.

Note: Teams will have until 5 p.m. game day to verify results of games at tournament headquarters. Teams may dispute game results should they have reasonable proof. All decisions of tournament organizers are final.

19. Please leave the dressing rooms in a clean condition after use. You are responsible for any damage. Please check your dressing room prior to your game(s) and report any damage.
20. The Tournament Committee reserves the right to make any decision regarding the interpretation of tournament rules. All decisions of the Tournament Committee are **FINAL**. The Tournament Committee and Officials are not liable for any injury, accident, or loss of articles, which may be incurred by players or team officials while participating in the Hockey Tournament. In the event of a dispute, the ALLIANCE rules apply

GOOD LUCK & HAVE A GREAT TOURNAMENT!