



# Burlington Bulldogs

## 2010 MD Challenge Cup

Friday, December 3<sup>rd</sup> – Sunday, December 5<sup>th</sup>, 2010



## Rules & Regulations

1. All teams will be registered MD Teams (MD is equal to OMHA AE, House League Red or United States BB Teams). Minor Peewee and above will be 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.** A \$40 Fee will be charged to any cheque returned NSF, after which payment must be made by Cash or Certified Cheque.
3. Tournament Headquarters will be at Appleby Arena. Tournament Co-Chairs are Marc Morneau and Doug Sabine. The Phone Number for Tournament Headquarters during the tournament is 905-331-3112.
4. Scores can be checked on Bladenet and will be updated as soon as possible. Please allow 3-4 hours for game results to be updated. The link for the schedule will be available on the BLOMHA Website at [www.blomha.on.ca](http://www.blomha.on.ca) and will be emailed to the Team Contact no sooner than 2 weeks prior to the tournament.
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 minimum number of players, including one goaltender, of 11 players. **All A.P.'s must appear on the approved roster and be approved in advance of the tournament by the Tournament Committee.**
6. All Hockey Canada 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.
7. O.H.F. minimum suspension list is in effect. Any GM30 penalty will be an automatic suspension from the tournament. **An official's decision will be FINAL (no exceptions). A tournament organizer will not have the authority to overrule a referee's decision.**
8. All players and team officials must have approved Hockey Canada Team Roster sheets for the current hockey season. Travel Permits & Roster sheets must be submitted by Monday, November 1<sup>st</sup>, 2010. No changes in players after this date without authorization of the Tournament Committee. 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 copies of their Travel Permit & Roster sheets in their possession at all times for review by Tournament Committee if requested.
9. All players must wear CSA approved helmets, facemasks, and BNQ neck protectors. Should a player not have a CSA sticker the Trainer may sign the back of the game sheet to take responsibility for that player as per Alliance Hockey Guidelines.
10. 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 when possible.
11. 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.
12. Handshakes will take place at the beginning of each game.
13. Period lengths in Round Robin play will be 10-10-10 for Novice and 10-10-15 for Minor Atom and above, with a curfew if necessary, as determined by the Tournament Staff. Semi-Final and Championship games period lengths will be 10-10-15 for Novice and 10-15-15 for Minor Atom and above.
14. 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.
15. **MERCY RULE:** When there is a five or more goal difference, the third period will be running time until the deficit is reduced under five. If the difference becomes five or more again, running time shall begin again. 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.



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16. The score for a defaulted game shall be 1-0 for the non-offending team and they will be awarded 3 points.

17. **STANDINGS**      3 points for a Win in Regulation Time.  
                             2 points for a Win in Overtime.  
                             1 point for a Loss in Overtime.

18. **OVERTIME RULES**

No game will end in a tie. If at the end of regulation time, the game is tied, the tie breaking procedure will be as follows:

A five minute sudden victory overtime period will be played (stop time). The overtime period is divided into five 1-minute segments.

- First minute – teams will play 5 on 5 (plus goalie)
- Second minute – teams will play 4 on 4 (plus goalie)
- Third minute – teams will play 3 on 3 (plus goalie)
- Fourth minute – teams will play 2 on 2 (plus goalie)
- Fifth minute – teams will play 1 on 1 (plus goalie)

**Goalie must remain on ice at all times during the five one minute segments, except during a delayed penalty call.**

If the game remains tied, teams will continue to play 1 minute segments, 1 on 1 (no goalie) until the tie is broken. During this time, goals may only be scored from within the opposing team's blue line. If the puck enters the net on a shot initiated from outside the blue line, the ensuing faceoff will take place at the closest faceoff spot to where the shot originated. A penalty during this portion of OT will result in an awarded goal.

Face-offs at the beginning of each 1 minute segment will take place at the closest faceoff spot (within the zone) to the puck's location at the time of the buzzer.

No player can be on the ice for consecutive 1 minute segments (NO DOUBLE SHIFTS). If it is brought to the attention of the referee that a player has been double shifted and it can be verified, a penalty shot will be awarded to the opposing team.

The duration of a minor penalty in overtime is one minute and the penalty will carry over to the next segment. If a penalty is in progress when the segment ends, the penalized player will be replaced by a player from the next shift. If a penalty means no player other than a goalie remains on the ice, a penalty shot will be awarded to the opposing team instead of the penalty.

Direct any questions to Tournament Staff in the Tournament Office.

19. **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



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- (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. If any step in the tiebreaker eliminates one team, they are then eliminated from the equation.** 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 following tie breakers will be used:

(A) The point record established in the games **AMONG THE TIED TEAMS ONLY**

(B) The team(s) with the most wins would gain the highest position.

(C) If the teams are still tied after (A) and (B) have 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** 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

The exercise of (C) 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.**

Examples are 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

- (D) If 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 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 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.

**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.



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## **Rules & Regulations**

20. 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.
21. The Tournament Committee reserves the right to make any decision regarding the tournament schedule and 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!***