

# Taylor Hall Cup Classic 2020

## Tournament Rules and Regulations

### **Note From Tournament Director**

Welcome to the 3<sup>rd</sup> Annual Taylor Hall Cup Classic. We hope you will enjoy your time in Kingston and make this tournament a return event each year for your organization. This tournament is for the players and about the players. We want this to be a fun experience. We ask that during your stay to always respect the referee's, timekeepers, and volunteers.

Best of Luck to you all.

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### **Age Groups**

Minor Atom 2010 Atom 2009 Minor Peewee 2008 Peewee 2007

### **LENGTH OF GAMES**

- There will be a three **(3)** minute warm-up at the start of every game.
- Periods for Minor Atom to Minor Peewee will be 10-15-15 (minutes).
- Major Peewee will be 15-15-15 (minutes).
- There will be a 2 minute on-ice break after the 2<sup>nd</sup> period for 2010-2009-2008 ages.
- There will be a flood after the 2<sup>nd</sup> period for the PEEWEE (2007) group only.

### **GAME STARTING TIME -- 15 MINUTE WARNING**

All teams must be ready to play up to 15 minutes prior to the scheduled game time.

### **PRE and POST GAME**

- Players will line up and shake hands at center ice immediately after warm-ups and game will then start.
- After games, all players are to line up on their respective blue line closest to their bench for the player of game announcement for each team.

### **RUN CLOCK RULE**

In the event of a five **(5)** goal differential in the third period, the game will be played running time until the end of the game or such time as the differential is back to three goals.

### **TIME OUTS**

- There will be no timeouts in Preliminary Round games.
- One - 30 second timeout will be allowed for each Team in the play down games (semi's and finals).

## **TEAM COLOURS**

Home teams will wear light jerseys and away teams will wear dark jerseys. In the event of a color conflict, home teams will change jersey colors.

## **PLAYING RULES**

All decisions made by the Tournament Staff and on-ice officials are final. There are no disputes, protests or appeals.

The rules of Hockey Canada and the OMHA will apply to all games of the Taylor Hall Cup Classic with the exception of the additions specified in this document.

No body-checking allowed.

Each team can register and play a maximum of 19 players, including two goalies, and will need a minimum of 12 players, including at least one goalie, for each game.

All teams will provide the tournament office with an approved roster and a signed travel permit at least one hour prior to their first game.

Teams may use affiliated players, provided that they are listed on the approved roster and part of the 19 players registered with the tournament office prior to the team's first game.

Any team who is found to have played using an ineligible player will forfeit the game in question.

For the purpose of tie breakers, a game forfeited will be scored 5-0 in favor of the non-penalized team.

No abusive behavior by coaches, players or fans will be tolerated. An Offender will be removed from the game or tournament, as assessed by the applicable officials.

## **TOURNAMENT FORMAT**

Teams will play 4 games as part of the preliminary round. The top FOUR **(4)** teams after preliminary play will advance to the semi-finals. 1<sup>st</sup> place will play 4<sup>th</sup> place in semi-final #1. 2<sup>nd</sup> place will play 3<sup>rd</sup> place in Semi-final #2. Semi-final winners advance to Finals.

## **POINTS SYSTEM -- PRELIMINARY ROUND**

Two (2) points will be awarded for a win, one (1) point will be awarded for a tie and no points will be awarded for a loss. The score at the end of the regulatory time is final. There will be no tie breakers for preliminary round games.

## **RANKING AND TIE BREAKERS**

Final standing results for the 2010 & 2009 divisions should be posted by 8:30pm Saturday. The final 2008 standings should be posted by 7pm Saturday. The final 2007 standings should be posted by 9:30pm Saturday.

The Online standings posted on the **MB Sports Web system** being used for the tournament will be verified against the tie-breaker rules below. All decisions made by the Tournament Staff for play-off seedings are final. There are no disputes, protests or appeals.

**In the event of a POINTS tie**, the top seed will be determined using the following tie-breakers, applied in the order as listed below:

1. Face-to-face winner (if applicable);
2. Greatest number of wins (in preliminary round).
3. Goal Differential (defined as Total Preliminary Round Goals Scored DIVIDED BY Total Preliminary Round Goals Scored + Total Preliminary Round Goals Against, **GF / GF+GA**)
4. Least penalty minutes (in preliminary round).
5. Least goals against (in preliminary round).
6. Coin toss by the tournament director in the presence of a team official from each team.

In the event where more than two Teams are tied, all three Teams will proceed through the tie-breakers at once. Once a Team is eliminated from a 2+ Team tie-breaker, the remaining Teams will be assessed starting again from tie-breaker #1.

## **PLAYOFF ROUND**

The Top seed in each Semi-Final Game is the HOME team.

The Home team for the Championship Games will be decided by the same Ranking and Tie Breaking System above.

In the event of a tie after regulation time, there will be a five **(5)** minute sudden-death overtime period that will be played **three vs. three** (3 v. 3).

Penalties assessed during the third period will carry over to the overtime period, as applicable. In the event of a penalty, the non-penalized team will be given the advantage of playing four vs. three (4 v. 3).

At the end of the penalty, the penalized player will return to play (4 v. 4) until the following stoppage of play, where both teams will return to three vs. three (3 v. 3).

In the event that the game is still tied after the overtime period, there will be a best of three, alternating shootout.

The HOME Team for a Semi-Final or Championship game has the choice of which Team will shoot first in the Shootout.

If the game is still tied after the first three shooters, the sudden death shootout will carry on with one player from each team, alternating, until a round is won by a team scoring and denying the opposing team within a round.

All players (except goaltenders) must have taken part in the shootout before any player is allowed to participate in the shootout again.

### **WEATHER AND GAME CURFEW POLICY**

In the event of extreme weather conditions, we still plan to play games at the posted times, including the 15 minute ahead of posted time rule.

If weather causes an exceptional situation where the ability to play a game(s) are impacted (ie. Local road closures or partial rink closure due to power outage), the Tournament Director has the full right to shorten games or do what is needed to enable the continuance of the full Tournament.

The Tournament Director shall have the authority to curfew any game extended unnecessarily due to conflicts between opponents either on or off the ice, assessment of major penalties, disputes with referees, or due to a player injury delay that pushes the game past normal timeframes.

There will be no disputes, appeals or protests to this policy.