



## GKHA Limestone City Cup 2017



# Tournament Rules and Regulations

### AGE GROUPS

- Minor Atom (2007)
- Major Atom (2006)
- Minor Peewee (2005)
- Major Peewee (2004)

### LENGTH OF GAMES

- There will be a three minutes warm-up at the start of every game.
- Periods for Minor Atom to Minor Peewee will be 10-15-15. Major Peewee will be 15-15-15.
- There will be a flood before each game (all ages) and during the intermission (Major Peewee only).
- In the event of a five goals 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.
- There will be no timeouts in preliminary round games. One 30 seconds timeout will be allowed for each team during the play down games (quarter-finals, if applicable, semi-finals and finals).

### GAME STARTING TIME

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

### TEAM COLOURS

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

### PLAYING RULES

- All decisions are final.
- The rules of Hockey Canada and the OMHA will apply to all games of the Limestone City Cup, with exceptions to 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 goalies, for each game.
- All teams will provide the tournament office with an approved roster, a signed travel permit and all appropriate documentation 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 favour of the non-penalized team.
- All decisions made by the on-ice officials will be final. No abusive behaviour towards the officials, volunteers, players, team officials or other members of the tournament will be tolerated. Offender will be removed from the game or tournament, as assessed by the applicable officials.

## **TOURNAMENT FORMAT - 8 TEAMS AGE GROUPS**

Teams will play four games as part of the preliminary round. The top two teams of each division will advance to the semi-finals. First place of each division will play against the second place of the opposing division. Winner from each semi-final will face each other in the final of their age group.

## **TOURNAMENT FORMAT - 4 TEAMS AGE GROUPS**

Teams will play three games as part of the preliminary round. Teams will then advance to the semi-finals based on their ranking. Divisions will crossover for the seeding to the semi-finals. Winner from each semi-finals will move on to the finals. Looser from each semi-final will face each other in the consolation finals.

## **PRELIMINARY ROUND**

- Two points will be awarded for a win, one 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**

The ranking of each division is based on the points accumulated during the preliminary round. In the event of a tie, the top seed will be determined using the following tie-breakers:

- a. Face-to-face winner (if applicable);
- b. Greatest number of wins;
- c. Goal Differential (Goals For minus Goals Against) - Not the % on the website.
- d. Least penalty minutes.
- e. Coin toss by the tournament convenor 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 (i.e. 1, 2 and 3 are tied in a., b. and c.; all three teams will be compared using d.). Once a team is seeded higher than the others, the remainders will be assessed starting again the tie-breakers from a.

## **PLAYDOWN**

In the event of a tie after regulatory time, there will be a five minutes 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. If the game is still tied after the first three shooters, the 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.

## **PROTESTS**

There will be no protests allowed. All decisions are final. In the event of a conflict in the interpretation of a tournament rule, the tournament director's decision shall be considered final.

## SKILLS COMPETITION

A skills competition will be held on the Saturday of the tournament. Schedule is posted online, by age group. A « practice plan » explaining all the events will be communicated to each team early January to allow for a run through of each event at the team level to ensure that players are familiar with their respective events.

Each team will nominate 17 players to participate in the skills competition. Nominations for each team must be ended in prior to the first game of the tournament on Friday. In the event that a team should be short of 17 participating players for the tournament, coaches will be allowed to nominate a player only once as a fill-in up to an including the 17 nominations required.

During the event, two team officials per team must be present with the players at ice level. All players must wear their complete protective gear, but choice of uniforms (colours) will be up to the coach.

The events will be as followed:

- 1) Fastest Skate
- 2) Precision Shot
- 3) Fastest Shot
- 4) Shootout Competition
- 5) Skills Circuit

For each event, one player or team will be selected as best overall. Points will also be awarded towards the team's record to determine the winning team of the overall Skills Competition.

Details for each event:

Fastest Skater:

- Three skaters per team.
- Time measured individually by player.
- Fastest skater overall will be awarded to the player with the best time overall, all players from all teams included.
- Team points will be awarded to the team with fastest skater (5 points), second fastest skater (3 points) and third fastest skater (1 point). A team can only rank once for the purpose of this attribution.

Precision Shot:

- Two shooters per team.
- Time measured individually by player.
- Most precise shooter will be awarded to the player with the best time overall, all all players from all teams included.
- Team points will be awarded to the team with the most precise shooter (5 points), second most precise shooter (3 points) and third most precise shooter (1 point). A team can only rank once for the purpose of this attribution.

Fastest Shot:

- Two shooters per team.
- Fastest shot measured individually by player.
- Fastest shooter will be awarded to the player with the fastest shot overall, all players from all teams included.
- Team points will be awarded to the team with the fastest shooter (5 points), second fastest shooter (3 points) and third fastest shooter (1 point). A team can only rank once for the purpose of this attribution.

Shootout Competition: - Three shooters and one goaltender per team.  
- In a tournament format, each team will have their three shooters complete an attempt against the goaltender of the opposing team. Team with the best out of three record will move on. In the event of a tie, the competition will carry on through rounds of one player at a time, using all three players once before reusing the same player a third time (and so on).  
- The best team overall will be the team winning the tournament elimination.  
- Team points will be awarded to the team with that finished first (5 points), second (3 points) and third (1 point).

Skills Circuit: - Five skaters and one goaltender per team.  
- Winning team overall will be determined by the time measured for the whole team to complete the circuit. Two seconds penalty per infraction.  
- Winning team will be determined by the team that completes the circuit the fastest.  
- Team points will be awarded to the team that finishes first (5 points), second (3 points) and third (1 point). A team can only rank once for the purpose of this attribution. An additional 5 points will be awarded for a goal on the breakaway (one attempt only, no rebound, puck must keep the motion forward).

Winner Overall: - The winning team overall will be determined by the amount of points awarded to the teams throughout the competitions.  
- In the event of a tie, winner will be determined by a single shooter sudden death round at a time. If applicable, goaltenders can change between rounds, but players must rotate through until such a time as all players (goaltenders withstanding) took part in the shootout.