

2010 Oakridge Classic Tournament

Rules and Regulations

A representative for each team is to register with a tournament Convenor located at the arena of your first game 60 minutes prior to start time. At this time they must provide your **approved roster** along with a **travel permit**. You must have your roster available for the entire tournament. If you are using APs, you need a roster from their normal team and an AP list from your home Association. Please refrain from “stacking” your team with talented APs as this is unfair to your regular players and the other teams in the division. You cannot dress more players than the number found on your original team roster.

All teams require a certified coach and trainer on the bench.

All teams must be ready to play their games at least 15 minutes in advance of the scheduled start time (except for the 1st game of the day at each arena)

All divisions are non-bodychecking.

Novice houseleague will not use the two minute shift clock.

A three minute warm-up will be permitted at the start of each game. All round robin games, from Bantam Red down, will consist of three periods of 10 minutes each, stop time. Minor and Major Midget will have two 10 minute periods followed by a 15 minute third period. Ice will be flooded at the end of the games.

The time clock will run on straight time during the third period when the goal differential is five or more. Penalties (three minutes for minors, seven for majors) will also run on straight time during this scenario. It does not revert to stop time if the score is narrowed to four (except during playoffs).

Should a conflict with jersey colours arise, the tournament organizers will provide jerseys to the HOME TEAM if both teams only have 1 set. If one team has an alternate set, they will be required to wear the set that is opposite the other team. Please check before the game.

In all divisions, points will be awarded as follows:

WIN – 2 points, LOSS – 0 points, TIE – 1 point

Teams will each play their round robin games. The teams with the most cumulative points will advance. Should there be a tie between teams after round robin play, the following tie breaking formulas will be used in this order:

- (1) if one team has a win over the other, the team with the win will advance
- (2)* if teams are still tied, or if there is no head-to-head available, the team with the highest % goal average $GF/(GF+GA)$ will advance
- (3) if teams are still tied, the team with the least GA will advance
- (4) if teams are still tied, the team with the most GF will advance
- (5) if teams are still tied, team with fewest penalty minutes advances
- (6) winner of most periods advances
- (7) winner of a coin toss advances

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***If more than 2 teams are tied in points or for determining "Wild card" advancement/playoff seeding, officials will go directly to (2) above
Playoff Advancement**

1) Four or five team divisions

Each team plays the others one time in round-robin format. Top two teams advance to final.

2) Six team divisions

Each team plays three games in round-robin format. Second and third place overall teams play a semi-final, the winner of this game advancing to final. First place overall team gets a bye directly to Championship Final.

3) Eight teams/two divisions

Two pools of four teams play a three game round-robin. Top two teams in each pool advance to semi-finals (1st A vs 2nd B, 2nd A vs 1st B). Winners play in Championship Final.

4) Ten teams/three divisions

One pool of four teams, and two pools of three teams. Each team plays three round-robin games with the first place team in each pool plus one overall Wild Card advancing to the semi-finals (1st seed vs Wild Card, 2nd seed vs 3rd seed) Winners advance to Championship Final.

5) Twelve teams/four divisions

Four divisions of three teams play each play three round-robin games. Each 1st place advances to semi finals (1st A vs 1st D and 1st B vs 1st C). Winners advance to Championship Final.

6) Sixteen teams/four divisions

Four divisions of four teams play three round-robin games. Each 1st place team advances to semi-final (1st Pool A vs 1st Pool B, 1st Pool C vs 1st Pool D) Winners advance to Championship Final.

7) Twenty-four teams/six divisions

Six divisions of four teams play three round-robin games. Each 1st place team plus two over-all Wild Cards advance to quarter-finals: 1st seed vs WC #2, 2nd seed vs WC #1, 3rd seed vs 6th seed and 4th seed vs 5th seed.

Four winners go to semi-finals followed by two to the Championship Finals

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All quarterfinal, semi-final and final games will consist of 3 periods, two of ten minutes, and the 3rd which will be 15 minutes, all stop time.

In **play-offs only**, each team is allowed one, 30 second time-out, It cannot be saved for over-time.

Tied play-off games will be decided in a sudden victory overtime period consisting of 2 minutes of 4 on 4 play followed by 3 minutes of 3 on 3 play (for a total of 5 minutes).

Teams receiving a penalty in overtime will play one man short.

If a team receives a 2nd penalty, the other team will add one player until the first whistle after the penalty has expired.

If the teams remain tied after overtime, a shootout format will be used. Each team will pick five players (number/names and order to be submitted with the game sheet). Each of the five players will shoot once (teams alternate shots, visiting team shoots first) The total goals after the first 5 shooters will determine the winner. If still tied the first team to score on a round when the other team does not (Sudden Victory), will be the winner (all remaining players must shoot once before any player shoots twice).

Player suspensions for various infractions will be administered as per the Minor Hockey Alliance of Ontario rules. Any team permitting a player to participate in a game that he/she is suspended for will automatically forfeit the game 3-0.

ALL CAHA-ALLIANCE RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS:

Any player who incurs a major penalty for fighting will be suspended for the remainder of the tournament.

A Gross Misconduct will result in an automatic suspension for the remainder of the tournament.

Any team which is unable to travel to their game due to inclement weather will forfeit their game 3-0.

Awards will be given out to the Champions and Finalists in each division.

Tournament committee reserves the right to curfew games if needed or change then schedule at any time as needed.