



Kelowna Minor Hockey Sanctioned
The Daily Courier *Tim Hortons*
Kelowna International Midget
Hockey 2009 Tournament Rules



1. **Sanction:** This tournament is sanctioned for KMHA by BC Hockey and Hockey Canada.
2. **Regulations:** All tournament games are played under the Hockey Canada Minor Hockey Rules and Tournament regulations.
3. **Eligibility:** Teams must be registered and in good standing with Hockey Canada or International Affiliates and their Provincial or State affiliates. Participating teams must have obtained a sanction permit or letter of permission to participate in the Tournament from their Hockey Canada Association or International affiliate Branch. Proof of these documents must be available on request.
4. **Composition of Teams:** All players shall be duly registered to that team in accordance with CHA regulations. As per CAHA rules for Minor hockey except in BC who state that Nineteen (19) registered players including two (2) goalkeepers may dress for each game. Alternate goalkeeper must be ready to play at all times during the game. Hockey Canada rules will apply for all other Provinces whereby they have followed CAHA ruling that Twenty (20) allowable players may be dressed, which includes two (2) goalkeepers. US teams can dress Twenty (20) players, which include two (2) goalkeepers, as per Hockey USA rules.
5. **Player Eligibility:** All players must have a valid Hockey Canada or equivalent players card available for inspection by the tournament Officials. Players therefore must be duly signed and approved carded players of the team sanctioned by their Provincial or State Governing Body. A Registered Affiliate Player (AP) is eligible to play. No Ineligible players i.e. suspended players and or pick-ups may play in the tournament. If it is proven that a team has registered and or played an ineligible player that team will be automatically disqualified and notice of such irregularity forwarded to the teams governing body and Hockey Canada. A participating player registered for his team may not play for another team.

Team Managers: At initial registration managers will submit a list of players eligible to play in the tournament to the Tournament Officials with the necessary supporting documentation, photo copy of valid Hockey Canada cards or equivalent for examination. Amendments will be allowed up to the start of the team's first game

Suspended Players: No player suspended in his regular league can play in the Tournament until his suspension has been served. Documentation from teams Governing Body League officials to the length (days or games) of suspension must be available if suspension is completed during the tournament. The player would then be eligible for any remaining tournament games.



6. **Game Officials:** All referees and linesperson officiating in the tournament will be qualified and registered with BC Hockey or their appropriate Provincial body.
7. **Minor Officials:** will be assigned by the tournament committee.
8. **Team Colors Home Away and Game sheets:** As the home and away have been pre-determined for Round Robin. Home team will wear light colored uniforms and visitors will wear dark colored uniforms.
Game sheets must be signed twenty (20) minutes before each game at the Office in each Arena and will receive the Goalie stats sheet for the game.
The completed Goalie stats sheet must be handed in at the end of the game to the appropriate Office.
****Teams are responsible for keeping Goalie Stats, shots on net and time played.****
The committee has designated the Home and Away team benches.
9. **Game Conditions:** The ice will be flooded before each game and between each period. All games shall consist of three (3), twenty (20) minute stop time periods, unless the six (6)-goal rule has been invoked (see below). Warm up will be a minimum of five (5) minutes, depending on the time schedule, extra time will be allowed before the scheduled game time, however the referee will be the sole judge. Pucks will be provided for warm up. Each team is responsible for removing all the pucks from warm up and delivering them back to the timekeeper's box.
Time-Outs: Each team will be permitted **one-30 second time-out per game.**

Don't delay let's play. Thank you.

Teams shall be ready to play at the scheduled time or when instructed by the referee.

10. **Mercy Rule Six (6)-goal spread.** In all Round Robin tournament games when there is a six (6)-goal spread the game time will revert to running time until the spread is less than six (6). Game time will then revert to stop time. The referee has the discretion to have the clock stopped during running time if any untimely delay occurs i.e. injury, equipment problems. Run time penalties are seven (7) minute majors and three (3) minute minors. If a goal is scored and the difference becomes five (5) goals the penalties are adjusted in the following manner. Minor penalties - if there is more than two (2) minutes showing the penalty clock is reset to two (2) minutes. Major penalties - if there is more than five (5) minutes showing the penalty clock is reset to five (5) minutes. If there are any penalties on the clock that are under two (2) minutes or under five (5) minutes, they remain the same.
Note the Mercy rule is not invoked in Semi Final or Final games in the tournament.



Game Tie Breaker - if Tied After Regulation Time For Round Robin Games, Semi-Finals and Final Game

If the teams are tied after regulation time a two (2) minute rest will be allowed. No ice clean. A five (5) minute sudden death overtime period will be played (first team to score a goal will be the winner).

Goalkeepers will remain at the end they finished the game.

Teams will play with only four (4) skaters and a goalkeeper for this five (5) minute overtime period. That is unless penalties rule otherwise. If at the end of overtime a winner has not been determined a five (5)-man shoot out format will be used. The Home team captain will call the toss of a coin by the referee at center ice; the winner of the coin toss will have the choice of shooting first or second. The officials will obtain a list of the first five (5) shooters, in order. If still no winner after five (5) shooters then a sudden death single shooter format will be evoked. A list of the shooters, in order, will be given to the official. No previous shooter may be used until all skaters on the bench have been used.

Penalties Going Into Overtime and Overtime Penalties

If there are any penalties on the clock at the end of a tied regulation game, the overtime will start full strength until such time penalties are expired (example 5 on 4 / 5 on 3). At the first whistle after the penalties expire the teams will revert to 4 on 4 plus goaltenders.

If one penalty is assessed in sudden death overtime on one or both teams the offending team(s) will play with three (3) skaters and a goaltender. In the case where a team already has a penalty and a second minor penalty is assessed a penalty shot will result.



Round Robin Standings **Tie Breaking Rule - Within Division Only**

In the event that teams are tied (total points) for the highest position within their division the following procedure will apply:

1. If two teams tied, the winner of the round robin game between those teams would take the higher placing.

For three (3) or more teams tied Rule 1 does not apply.

Rule 2 will be the first tiebreaker for three (3) or more teams.

2. If teams were still tied after (1) then the team(s) with the most wins against all teams played in the round robin would take the higher placing.
3. If teams were still tied after (2) then the team(s) with the *least* number of goals scored against them by all teams played in the Round robin would take the higher placing.
4. If the teams are still tied after (1), (2) and (3) have been applied, then the team with the best goal average would qualify. The goal average of a team is to be determined by dividing the TOTAL number of goals FOR plus AGAINST into the TOTAL number of goals FOR. The team having the highest percentage wins the high position.

(Example: For: 10 goals, against: 4 goals. Percentage $10/14 = .71428$) the percentage will be taken to the fifth decimal place.

5. If the teams were still tied after (1), (2), (3) and (4), then the team to take the higher placing, would be the team that received the least number of accumulated minutes in penalties, throughout the tournament.
6. If teams are still tied after all previous methods have been applied, then the winner of the playoff spot will be decided by a single toss of a coin.