

## SUSSEX TOURNAMENT RULES

### RULES AND INFORMATION FOR TEAMS AND OFFICIALS

1. With the exception of the rules below, this tournament will follow the rules of the CHA and HNB.
2. Games shall consist of 3-12 minute stop time periods.
3. Teams unable to ice a team (8 skaters inc. goalie) will forfeit the game.
4. Any forfeit will be awarded to the opposing team as a score of 2-0.
5. To insure the Tournament stays on schedule, all teams must be ready 1/2 hour before their scheduled game time. Referee in Chief will insure officials are ready as well.
6. Games commence after a 3 minute warm-up.
7. **There will be no time outs during regular play, 1 time out will be allowed for each team during any crossover or Championship game.**
8. Flooding of the ice will be done between each game only.
9. A 5 goal spread at any time during the third period in a tournament game will cause the game to revert to straight time and will not change back to stop time, even if the spread is less than 5 goals.
10. Any player or team official receiving a major penalty shall be ejected from the game. The tournament Discipline committee will review the incident and may issue a further suspension.
11. Any player receiving a fighting Major will be banned from the tournament.
12. Any verbal abuse of players or officials will not be tolerated and violators may be asked to leave the arena for the remainder of the tournament.
13. In the event of inclement weather, or any other unforeseen circumstances the Tournament Committee will decide on the result of the games in question. I.e. 0-0 Tie, forfeit, or reschedule. All decisions will be final. When the tournament is running as scheduled, if for any reason a team shows to play a scheduled game with the appropriate number of players and the other team does not, the team that shows will be awarded a 2-0 win. This includes inclement weather and if a Sussex team is involved the same rules apply. There will be no refunds for cancelled games under any circumstances.
14. Tie games during round-robin play will remain as ties.

15. An official HCR (Hockey Canada Registry) roster shall be submitted prior to playing your first game; all affiliated players must be on the list to be eligible to play. An affiliated player may only take the spot of an absent player.
16. Any team playing with an ineligible player shall forfeit the game 2-0 to the opposing team.
17. At no time shall a team official or parent approach the referees after they have left the ice; all inquiries are to be made through the on duty executive of Sussex Minor Hockey by a team official only.
18. RECORDING DEVICES OF ANY KIND ARE STRICTLY PROHIBITED ON TEAM BENCHES AT ALL TIMES. ANY COACHES OR PLAYERS WITH SAID DEVICE WILL BE ASKED TO LEAVE THE BENCH AND WILL NOT BE ALLOWED TO RETURN FOR THE DURATION OF THE TOURNAMENT. (Recording devices include but are not limited to: cell phones, GO-PROs, video cameras, etc.)

**Tie Breaking Sequence** (Amended: September 2006)

Two Teams Tied:

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the semi-final and final games are played.

In the event that teams are tied for a playoff position, the following procedure will apply:

23.1. If two teams are tied:

23.1.1 The winner of the round robin game between the two tied teams gains the higher position.

23.1.2 The team with the most wins in the round robin gains the higher position.

23.1.3 If the two teams are still tied after 23.1.1 and 23.1.2 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 round robin games are included.

Example: For = 10 goals Against = 4 goals

Percentage:  $10/10+4 = .714$

NOTE: The higher percentage gains the higher position

23.1.4 If the two teams are still tied after 23.1.1, 23.1.2, and 23.1.3 have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.

23.1.5 If the two teams are still tied after 23.1.1, 23.1.2, 23.1.3, and 23.1.4 have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.

23.1.6 If the two teams are still tied after 23.1.1, 23.1.2, 23.1.3, 23.1.4, and 23.1.5 have been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied:

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. 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

23.2. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.

23.2.1 The team with the most wins, in games among the three teams, would gain the highest position.

23.2.2 If teams are still tied after 23.2.1 has been applied, then the team with the best goal average, in games among the three teams, 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 total number of goals for and against.

**\*NOTE:** All round robin games are included

Example: For = 10 goals Against = 4 goals

Percentage  $10/10+4 = .714$

NOTE: The highest percentage gains the highest position(s).

The exercise of 23.2.2 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".

Example:

- A) Team A - .714 = 1 seed – Advances. Team B - .500 = 3 seed – Does not advance Team C - .650 = 2 seed – Advances
- B) Team A - .714 = 1 seed – Advances Team B - .500 = Still tied with team C – go to next step 23.2.3. Team C - .500 = Still tied with team B – go to next step 23.2.3.
- C) Team A - .650 = Still tied with team B – go to next step 23.2.3. Team B - .650 = Still tied with team A – go to next step 23.2.3. Team C - .500 = Does not advance

23.2.3 If teams are still tied after 23.2.1 and 23.2.2. The team with the fewest goals against (all round robin games played) will gain the highest position.

### **IN THE EVENT OF OVERTIME**

Overtime will consist of a 5 minute period stop time, 4 on 4 plus the goaltender. Teams will be required to change on the fly. If 1 team receives a penalty, teams will continue play 4 on 3. If that same team receives a second penalty, a player will be added and teams will play 5 on 3. If the same team receives a third penalty, it will remain 5 on 3. If neither team has scored at the end of the 5 minute overtime period, each team will select 3 players for shootout. If game is still not decided each team will select 1 player at a time for sudden death shootout until game is decided. A player may not shoot again until all players on the bench has had one (1) shot each.

**Any player in the penalty box at the end of the 5 minute overtime period will not be eligible for the shootout.**