



Russell Minor Hockey Tournament Rules

1. Hockey Canada rules, HEO regulations and HEO code of discipline shall apply to all teams.
2. Any player who receives 3 minor penalties in a game will be ejected from that game. That player will be permitted to play the next game.
3. Any 5 minute major **for fighting** will disqualify the player from any further play in the tournament.
4. Referees are assigned by GHA. All referees' decisions are final.
5. Time keepers and score keepers are designated by the tournament directors.
6. There is **no overtime** and **no time outs** in the round robin games.
7. All games will consist of a 2 minute warm-up, two 10 minute stop time periods and one 12 minute stop time period (10-10-12).
8. Tournament games (except finals) will curfew at 50 minutes after the start time scheduled for the game.
9. Round robin standings will be based on the following point system:
 - a. **Game WIN- 2 Points**
 - b. **Game TIE- 1 Point**
 - c. **Game LOSS- 0 points**

In the case of a tie:

1. If the tied teams played each other, the winner of the head to head moves on.
2. Goal percentage: Divide the goals for by the total goals for and against. The team with the highest percentage will prevail. Formula= Goals for/ (Goals for + Goals against).
3. Lowest penalty minutes.
4. Lowest number of goals against.
5. Coin Toss.

SEMI-FINAL and FINAL GAMES:

1. The top 4 teams in the B division will proceed to the semi-finals. The winners of each semi-final will proceed to the finals. The top 4 teams in the A division will proceed to the semi-finals. The winners of each semi-final will proceed to the finals.
4th (visitor) will play 1st (home) and 3rd (visitor) will play 2nd (home).
2. For the final games, the team with the best over-all win/loss record will be the home team. In the event that both teams have the same record, the team with the higher goal percentage will be the home team (Formula= Goals for/ (Goals for + Goals against)).
3. In case of a shootout, the home team will shoot first.
4. Coaches must circle their first 5 shooters on the game sheet **BEFORE** the start of the final game.
5. If a final game is tied at the end of regulation time, it will be concluded with a 5 minute stop time sudden death **3 on 3** with goalies. Substitutions are allowed. Should a **penalty or penalties** be called, the team awarded the advantage will add a skater (2 skaters in the case of a 2-player advantage) until the first stoppage in play following the expiry of the penalty(ies).
6. Should the 2 teams remain tied at the end of overtime, there will be a shootout.
7. No curfew time for final games.
8. Each team is allowed one (1) 30 second time out in their final game.

SHOOTOUTS

1. If the score remains tied after the 3 on 3 overtime period a shootout begins.
2. Teams will alternate players shooting one at a time
3. No player shall shoot twice until all players have taken a turn.
4. Any player in the penalty box at the end of overtime will not participate in the shootout.
5. Tournament directors reserve the right to change to a simultaneous shootout should time become an issue.

PROTEST

1. Any **PROTEST** must be submitted in writing to the tournament director within **30 minutes** of the end of the disputed game and must be accompanied by a \$150 cash deposit. Half of the protest fees will be returned only if the protest is successful. Unsuccessful protests will result in the forfeit of the full deposit
2. On ice decisions by the referees cannot be appealed or protested.

ANY QUESTIONS/CONCERNS throughout the weekend, please see a member of the RMHA board of directors.