



WATERLOO MINOR HOCKEY 2019 HOUSE LEAGUE CHRISTMAS TOURNAMENT



TOURNAMENT RULES – Minor Atom to Major Midget

- 1. Rules:** WMHA Rec League rules, and all playing rules of the ALLIANCE, OHF and Hockey Canada, will apply.
- 2. Eligible Players:** Players are only permitted to participate in games with their WMHA rostered team. Players may play for only one team registered in the tournament. Exception: – if a team has less than nine (9) players in uniform for a scheduled game, a registered player or players from the age group below may be used to fill in for that game. The designation “AP” should be placed next to any such substituted player’s name on the gamesheet.
- 3. Game Times:** All teams must be ready to start playing at least fifteen (15) minutes ahead of their scheduled game time.
- 4. Forfeit:** Any team failing to play, or failing to ice a team consisting of at least six (6) players, at any scheduled game will lose by default. The score will be recorded as 3-0.
- 5. 3 Game Guarantee:** All teams will play a minimum of three (3) Round Robin games.
- 6. Game Lengths:** Round Robin games will consist of 10-10-10 minute periods. Semi-Final and Championship Final games will consist of 10-10-15 minute periods. Teams will be given a maximum 3 minute warm-up prior to the start of each game.
- 7. Overtime/Shootout:** NO OVERTIME will be played during Round Robin games. For Semi-Final and Championship Final games tied at the end of regulation time, there will be **one (1) 5 minute stop time sudden victory overtime period**. Unexpired penalties at the end of regulation will continue into overtime. If the teams remain tied at the end of overtime, an “NHL-style” 3 player shootout will be used to determine the winner. Coaches will list the first three (3) players to participate in the shoot-out by numbering them 1 through 3 beside their name on the game sheet prior to the shoot-out. Shoot-outs will take place from centre ice to each end of the ice, with teams **alternating** shots. The home team will shoot last. Goaltenders cannot be changed during the shoot-out unless due to injury. Should the score remain tied after the first three (3) players from each team have shot, the shoot-out will continue in a sudden death format (i.e. if one shooter scores and the other does not, the scoring team wins). Coaches will choose from the remaining players on their list. All players on each team must shoot once before any player can shoot a second time. If a team with fewer players exhausts their roster, returning to the first shooter, the opposing coach has the option of returning to their first shooter at the same time. A player serving an unexpired penalty at the end of the OT period will not be eligible to participate in the shoot-out.

- 8. Time Outs:** NO TIMEOUTS are permitted during Round Robin games. Each team will be permitted one (1) 30 second timeout during Semi-Final and Championship Final games.
- 9. Mercy Rule:** Any game where the score differential is 6 goals or more at any time during the 3rd period will result in running time until the score differential returns to 3 goals or the game has ended.
- 10. Division Winners:** Advancement from the Round Robin series to the Semi-Finals or Championship Finals (as applicable) will be determined based on the results of Round Robin play. During the Round Robin series, teams will be awarded 2pts for a win, 1pt for a tie and 0pts for a loss.
- 11. Tie-Breakers:** In the event of a tie in points after the Round Robin games, the following procedure will be followed until a winner is declared for the purposes of tie-breaking and the determination of Division winners and wild card teams in Round Robin standings:
- the winner of the game between the teams (two-way ties only) will advance;
 - the team with the most wins will advance;
 - the team with the highest ratio of “Goals For/(Goals For + Goals Against)” will advance;
 - the team with the least goals against will advance;
 - the team with the most goals scored will advance;
 - the team with the lowest number of penalty minutes will advance;
 - a toss of a coin by a WMA Board member.

12. MINOR ATOM & MINOR PEEWEE (4 TEAMS; 1 TEAM DIVISION)

The top two (2) teams after the Round Robin series will advance to the Championship game. The winner of the Championship game will advance to the Cambridge/Waterloo Winter Classic Championship.

13. ATOM (6 TEAMS; 2 DIVISIONS)

Teams will be divided into two divisions of three teams each based on regular season standings: BLACK – 1st, 3rd, 5th; GOLD – 2nd, 4th, 6th. All teams will advance to the Division vs Division Championships after the Round Robin series as follows:

- 3rd Place BLACK vs 3rd Place GOLD (1pt)
- 2nd Place BLACK vs 2nd Place GOLD (2pts)
- 1st Place BLACK vs 1st Place GOLD (3pts)

The winner of each Division vs Division Championship game will earn a corresponding number of points for their Division (see above). The Division with the most Championship game points will be declared Tournament Champions. If the Divisions are tied in points after the 3pt Division vs Division Championship game, an “NHL-style” 3 player shootout will take place immediately to determine the winning Division as per Rule 6 above, with one (1) player from each team in each Division taking part as shooters against the goaltenders in the 3pt Division vs Division Championship game. The winning team of the 3pt Division vs Division Championship game will advance to the Cambridge/Waterloo Winter Classic Championship.

14. MAJOR PEEWEE & MINOR MIDGET (6 TEAMS; 2 DIVISIONS)

The top two (2) teams in each Division after the Round Robin series will advance to the Semi-Finals with the 1st place team playing the 2nd placed team in the other division. The winners of the Semi-Final games will play in the Championship game. The winner of the Major PeeWee Championship game will advance to the Cambridge/Waterloo Winter Classic Championship.

15. BANTAM (8 TEAMS; 2 DIVISIONS)

The top two (2) teams in each Division after the Round Robin series will advance to the Semi-Finals with the 1st place team playing the 2nd placed team in the other division. The winners of the Semi-Final games will play in the Championship game. The winner of the Championship game will advance to the Cambridge/Waterloo Winter Classic Championship.

16. MAJOR MIDGET (10 TEAMS; 3 DIVISIONS)

The top team in each Division plus one wildcard team after the Round Robin series will advance to the Semi-Finals with the 1st place team playing the 2nd placed team in the other division. The winners of the Semi-Final games will play in the Championship game.

17. Jerseys: For Minor Atom, Minor PeeWee, Major PeeWee and Bantam divisions, Home teams will wear BLACK jerseys and Away teams will wear GOLD jerseys. For the Atom division, jersey colour will be determined by Division.

18. Suspensions; Fighting: Any player or team official assessed a penalty carrying a suspension shall serve the suspension in their next scheduled tournament, regular season or playoff house league or Select game. Any player incurring a fighting penalty will be immediately ejected from the remainder of the tournament, in addition to any applicable suspension under OHF rules and regulations.

19. Protests: Waterloo Minor Hockey reserves the right to make decisions regarding interpretation of tournament rules and regulations and to make decisions regarding protests. All decisions are final.