

Kamloops Minor Hockey Association

Tournament Package

Coaches and Managers

RF EDITED March 30, 2022

Thankyou for attending one of many hockey tournaments hosted by Kamloops Minor Hockey.

We are pleased to provide you the following information in this package:

* Tournament Rules
* Alternative Scoring System
* Tie Breaking formula

**Tournament Rules**

* Rules:
	+ All games are played under Hockey Canada, BC Hockey and Okanagan Mainline Hockey Association (OMAHA) Rules
* Home Team
	+ Will be listed as the first team on the schedule
	+ Will wear white or light color jerseys
		- If there is a discrepancy or conflicting color the home team will be required to changes jerseys if there is a color conflict
	+ Home team will remain on the ice until the visiting team has left the ice.
* Pre-Game Warm up
	+ This will be 5 minutes in length and will start as per the game times.
	+ Teams are encouraged to be on time for the warm up
* Injured Players
	+ If on the bench they must be in full gear.
* Fighting
	+ Any player penalized for fighting will be suspended for the remainder of the tournament
* Match Penalty or Gross Misconduct
	+ Any player receiving a gross misconduct or match penalty will be suspended for the remainder of the tournament
* Protests
	+ The Tournament Director’s decision will be final on any protests. Protests will be handled immediately
	+ Judgement calls are not able to protested.
* Team Officials
	+ Team officials will also fall under the same suspension guideline for the tournament
* Tie Games
	+ Round Robins Games can end in a tie at the end of regulation
	+ Semi Final, Bronze and Gold Medal games will have 3 on 3 for 5 minutes
		- If still tied after 3 on 3, a 3-man shootout will occur
			* Teams must use different shooters if still tied after 3-man shootout
* Tie Breaking after Round Robin Games
	+ The tie breaking formula as in section 5.22 if the BC Hockey Constitution, By-laws and regulations will apply
		- See insert
* Overtime
	+ Semi-Finals and Finals (Gold and Bronze medal Games) will be as follows
		- One 5-minute sudden victory Overtime of 3 on 3 skaters
		- If game is still tied a 3-man shootout will take place
		- If game is still tied after 3-man shootout a sudden victory shootout will take place not using the previous shooters until a winner is declared
* Mercy Rule
	+ If at any time during a game one team is 6 goals ahead, the remaining time will be running time.
		- If the team behind scores to bring the score to within 5 goals the remaining time will revert back to stop time.
		- The tournament director has the ability to ask the score keepers to stop posting goals if the spread becomes too large
* Scheduling and Ice Times
	+ If the tournament gets behind schedule, the Tournament Director, at his or her discretion can and will adjust the remaining ice times and that decision will be final.
* Length of games
	+ **SUBJECT to ICE AVAILABILITY – ice time guideline**
		- U11 and U13 **Recreational**
			* 1.5-hour games – 3 – 20 minutes periods, 20 Run, 20 Run, 20 Stop – No flood
		- U11 **Development**
			* 1.5-hour games –3 – 20-minute periods, RUN, RUN, STOP with a flood at the end of each game.
		- U13, U15, and U18 **REP**
			* 2-hour games – 3 – 20-minute periods of stop time with a flood ½ way thru second period or after second period)
				+ Last 10 minutes must be stop time
		- U15 and U18 **Recreational (If Ice availability permits otherwise refer to the 1.5 hour time rules)**
			* 1.75-hour games – 3 – 20-minute periods, 20 Run, 10 Run, 10 Stop, 20 Stop – with a flood at mid point of 2nd period or after 2nd period
		- Female **Rep**
			* 1.75-hour games – 3 – 20-minute periods of stop time with a flood ½ way thru second period
				+ Last 10 minutes must be stop time.
* Round Robin Scoring
	+ No overtime in round robin games
	+ Overtime in Semi Final, Bronze Medal game and Gold Medal Game
	+ 3 points for a Win
	+ 0 points for a Loss
	+ 1 point for a Tie
* Medal Games
	+ Winning Teams of the Semi-Finals will play in the Finals – winning team receives Gold Medals, runner up will receive Silver Medals
	+ Losing teams of the Semi-Finals will play in the Bronze Medal game
* Alternative 10 Point Scoring System (*only implemented by the tournament committee – not all tournaments will use this*)
	+ 3 points for a win
	+ 1 point for a tie
	+ 1 point for each goal scored up to a max of 6 points
	+ 0 points for a loss
	+ 1 point for a shutout
* Maximum points for a winning team with a shutout and 6 goals would be 10 points
* If two teams tied with a final score of 6-6, then each team would score 7 points each for that game
* Scoring examples:
* Blazers 8 vs Jedi 4
* Blazers would be awarded a total of 9 points:
* 6 points for their score of 8, plus 3 points for the win;
* Jedi would be awarded 4 points for their score of 4.
	+ Jedi 6 vs Blazers
		- Jedi would be awarded a total of 10 points:
		- 6 points for their score of 6, plus 3 points for the win, plus 1 point for the shutout;
		- Blazers would be awarded 0 points.
	+ Jedi 8 vs Blazers 8
		- Jedi would be awarded 7 points:
		- 6 points for their score of 6, plus 1 point for the tie
		- Blazers would be awarded 7 points:
		- 6 points for their score of 6, plus 1 point for the tie
* 10 Point System Tie Breakers:
* In the event that teams are tied for a playoff position after 3 games using the 10 point scoring system, the following procedure shall be utilized to determine the placing of the tied teams:
	+ ( a ) IF any two or more teams are tied, the team with the higher goals for less goals against will receive the higher placing, the team with the next higher goals for less goals against will receive the next highest placing, and so on.
	+ ( b ) IF any teams remain tied after (a) has been applied, then the team with the least minutes in penalties in the 3 games played will receive the higher placing, the team with the next least penalty minutes will receive the next highest placing, and so on. Penalties will be allocated using the full time attributed to the penalty – not time served for the penalty. (ie. A tripping penalty assessed during run time only counts to the tie breaker as 2 minutes, not 3 minutes. Also, a tripping penalty that ends with a goal against counts as 2 minutes, not the amount of time served in the box)
	+ ( c ) IF any teams remain tied after (a) and (b) have been applied, then BC Hockey Tie Breaking Procedure 5.22 shall be applied – and the winner of the playoff position will be decided by a toss of a coin.
* Tie examples:
* Jedi wins their first game 10-0, their second game 9-0, and their third game 12-0
* Blazers wins their first game 6-0, their second game 7-0, and their third game 9-0
* Both teams have 30 points after 3 games (each game received 6 points for their score, 3 points for their win, and the extra point for their shutout)
* Jedi goals for = 31
* Jedi goals against = 0
* Blazers goals for = 22
* Blazers goals against = 0
* Jedi would receive the higher placing with more goals for less goals against.
* BC HOCKEY/OMAHA TIE BREAKING PROCEDURE 5.22
* In the event Teams are tied for a playoff position after a Round Robin series is completed, the following procedure shall be utilized to determine the placing of the tied teams:
* ( a ) IF two (2) teams are tied, the winner of the Round Robin game between those two (2) teams will receive the higher placing. IF three (3) or more teams are tied, the team which has accumulated the most points in games against the tied teams will receive the highest placing, the team with the next most points in games against the tied teams will receive the next highest placing, and so on.
* ( b ) IF any teams remain tied after ( a ) has been applied, then the Team with the most wins in the round robin series (note that this includes all games in the round robin series and is not limited to games between the tied teams only) will receive the higher placing, and so on.
* ( c ) IF any teams remain tied after ( a ) and ( b ) have been applied, then the team with the best goal average in games between the tied teams will receive the higher placing, and so on. The goal average of the teams is to be determined by dividing the total number of goals for and against into the total number of goals for, with the team having the highest percentage will be awarded the position (example: Goals for 10, goals against 4: percentage is 10/14=.714) In determining the goal average the maximum goal differential that may be applied in any single game shall be seven.
* ( d ) IF any teams remain tied after ( a ), ( b ) and ( c ) have been applied, then the team with the best goal average in the round robin series (note this includes ALL games in the round robin series and is not limited to games between the tied teams only) will receive the higher placing, and so on. The goal average of a team is to be determined by dividing the total number of goals for and against into the total number of goals for, with the Team having the highest percentage will be awarded the higher position. IF any teams remain tied after ( a ), ( b ), ( c ) and ( d ) the team that received the least minutes in penalties in the round robin games between the tied teams will receive the higher placing, and so on
* ( e ) IF teams are still tied after all previous methods have been applied, then the winner of the playoff position will be decided by the toss of a coin.

U11 RECREATION U13 RECREATION



 U15 RECREATION U18 RECREATION

