

THE NIAGARA FALLS THUNDER MARCH BREAK TOURNAMENT

RULES AND REGULATIONS

The Rules contained herein are subject to change prior to the start of the tournament. You are encouraged to ask the Tournament Director for any rule change when you register for your first game.

1. This Tournament is sanctioned by Hockey Canada and therefore the tournament will abide by Hockey Canada rules.
2. Only players signed and approved on Hockey Canada or AHAUS rosters will be eligible to play in the tournament. Photocopies unless approved, are unacceptable. There will be NO EXCEPTIONS. All teams must have written permission from their Branch or League to participate in the tournament. This information is due on or before the time of registration as per Rule 4 below.
3. The team manager or coach must report to the Tournament Headquarters at Jack Bell Arena at least one hour prior to their first game of the tournament. They will present their approved Hockey Canada roster and Affiliate player roster for the current season to the Tournament officials. If a team fails to produce their approved roster prior to their first game, for any reason, they shall have until two (2) hours before their second game to produce the roster, or the team shall immediately be removed from further tournament play and shall be reported to their governing body. In these cases, the team shall not be refunded any tournament fee.
4. Prior to all other games, the team manager or coach is to report to the Tournament headquarters at the arena where the game is to be played at least forty-five (45) minutes prior to game time.
5. A team may register and dress nineteen (19) players including two (2) who must be goaltenders. ALL players must be approved prior to the start of their first game, per Rule 4 above. Managers may witness their opponents coaching staff signing the game sheet at their discretion.
6. All games are played under OMHA rules as well as;
 - a.) All Major penalties also result in a Game Misconduct,
 - b.) Any player or team official who receives a Gross Misconduct will be removed from the tournament.
7. The arena will assign change rooms. Spectators are not permitted in change room areas. Teams will be responsible for any damage done to any dressing room or other arena facility. Report any damage to a tournament official BEFORE using an assigned room. The tournament accepts no responsibility for loss or theft from a dressing room.
8. Game start times shall remain flexible and may be moved forward or back as circumstances dictate.
9. Teams must take the players bench and end of the ice as designated on the game sheet. Only players in uniform and team management are permitted on the player's bench.

10. Teams are asked to bring two (2) sets of sweaters, one (1) dark and one (1) light. The Home team, as designated on the game sheet, shall wear the light color. In the event of a conflict in colours, the designated home team for the game shall be responsible for changing sweaters for the game.
11. The ice will be flooded prior to each game. If for uncontrollable reasons games fall behind schedule, the Arena Marshall has the option to flood only after every four (4) periods. No one is permitted on the ice while the ice cleaning equipment and/or crew are on the ice.
12. Two (2) minute warm-ups prior to each game starts once the siren sounds for the teams to go on the ice.
13. Referees shall judge goals from the ice. **REFEREES DECISIONS SHALL BE FINAL.** e.g., No team shall be permitted to protest a referee's call.
14. All game officials will be assigned by the tournament committee. No team representatives will be permitted in the timer's box.
15. Game information
 - a.) Teams are guaranteed a minimum of three (3) games. All games shall be 10-10-10 Stop Time. Finals will be 10-10-15 Stop Time.
 - b.) If six (6) or more goals separate teams at the end of the second period or any time in the third, running time will commence for the remainder of the game.
 - c.) Each player on the Championship Team receives a keeper trophy.
 - d.) Round Robin games may end in a tie. Overtime in playoffs only.

Semi-Final and Final Games

- a.) In all semi-final and final games, if the game is tied after regulation time, there shall be one (1) five (5) minute, 4-on-4 Sudden Death period, Stop Time. If no goal is scored here, a five (5) player shoot-out will be held. If the game is still tied after the five (5) player shoot-out, there will be a one (1) player shoot-out until a winner is declared.

NOTE: The initial five (5) players taking part in the shoot-out may be any five (5) players selected by the coach before the start of the game. After the five (5) original players shoot, each subsequent shooter shall be a player who has not yet taken part in the shoot-out, until all players have taken part. (Shoot-out is done two (2) players at the same time. e.g. One (1) from each team)

- b.) Championship games must be played. If a semi-final winner is unable to play for unforeseen reasons, the semi-final loser will take their place and the team leaving forfeits all rights to any awards.
- c.) A win = two (2) points, A tie = one (1) point, A loss = zero (0) points. The 1st place team plays the 4th place team. The 2nd place team plays the 3rd place team.

How Ties Will Be Broken

- If two (2) teams are tied, the format will be;
1. The team that won the game played between each other advances, i.e. Head-to-Head, OR

2. If the tied teams played each other to a tie, the team with the most wins advances.

If Three (3) Teams Are Tied

- a.) If three (3) teams are tied, the team with the most wins advances, OR
- b.) The “Goal Average” system will apply – Goals for divided by sum of goals for and against, OR
- c.) The team allowing the least number of goals against, OR
- d.) The team with the fewest penalty minutes, OR
- e.) If after one (1) through six (6) herein (in that order) two or more teams are still tied, the tournament committee will supervise a coin toss to decide a winner.

16. It is the responsibility of the coaching staff to notify all team parents, etc, that NO CAMERAS or any persons NOT assigned to an approved roster will be permitted on the ice surface at any time.

PROTESTS: Teams wishing to protest a game are required to place a \$200.00 cash deposit with the tournament committee prior to the protest being heard. If the protest is upheld, the \$200.00 shall be refunded. If the protest is denied, the \$200.00 will not be refunded.

All decisions made by the Tournament Executive Committee shall be final and without appeal.