

The Royal Newfoundland Regiment Memorial High School Hockey Tournament



Rules & Regulations

April 23, 2023

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Preamble

The purpose of this document is to outline the rules by which the Royal Newfoundland Regiment Memorial High School Hockey Tournament will be played and operated to help reduce any conflicts that may arise leading up to and during the tournament.

This tournament is operated under the rules and guidelines of Hockey NL and the Newfoundland and Labrador English School District (NLESD).

Violations of any of these policies and rules will result in supplementary discipline as determined by the Board of Directors.

1.0– Sanctioning & Administration

1.1 The tournament is a Hockey Newfoundland & Labrador (HNL) sanctioned event and will be played according to Hockey Canada & HNL rules as well as those set out by the tournament Board of Directors.

1.2 Insurance and health coverage of team members are the responsibility of individual players and teams.

1.3 BNQ approved throat protectors, C.S.A. approved full-face masks and helmets must be worn by all participants when on the ice or bench area. Absolutely no half visors are permitted.

1.4 The tournament Board of Directors reserves the right to amend any rule of the tournament. All teams will be informed of any rule change before the commencement of their game.

1.5 The Discipline/Protest Committee will be the final authority regarding all discipline and/or protest issues. The Committee will be composed of three members who are not members of any school or team taking part in the tournament.

2.0 – Eligible Teams

2.1 Only high school teams from the Province of Newfoundland and Labrador will be eligible to participate in the tournament.

2.2 Teams MUST be in good standing with HNL.

2.3 Teams should play a minimum of five (5) games against other teams in the Province of Newfoundland and Labrador to be considered for the tournament. Teams not meeting this minimum threshold will be considered on a case-by-case basis by the Board of Directors.

2.4 The Board of Directors will issue a general invitation in the fall of each year to all eligible high schools.

2.5 At the end of February or about one (1) month before the start of the tournament, the Board of Directors will announce the teams selected to participate in that year's tournament. Inclusion in previous tournaments is not a guarantee that a team will be selected to participate in a future tournament. Team selection is based on several factors, including rankings, good sportsmanship and geographic considerations, such as the inclusion of teams from across the province.

3.0 – Eligible Players

3.1 Players are only permitted to play for the school in which they are enrolled, and they must be a full-time student in good standing with their school. All players **MUST** be registered with Hockey NL to participate in the tournament.

If the Board of Directors determines that a player has been picked up by a team without approval from HNL, the team will forfeit any games for which the player was listed on the game sheet and the player will be removed from the tournament and lose all rights to awards.

Players returning from Major Junior, Junior A or any other level of hockey who have not played at least 15 games with his/her school team during the regular season will not be eligible to play in the tournament.

3.2 If a team plays a player who is not eligible, the team will forfeit the game and any points associated with the game should they win. The head coach will also be removed from the tournament and suspended from the tournament for a minimum of 7 games.

3.3 This is a U18 tournament as per Hockey NL Regulation 101. U18 boys and U18 girls: open to players 15 to 17 years of age in the current playing season. A player's age is calculated as of December 31 of the current season.

4.0 – Pickup of Players

4.1 The Board of Directors in collaboration with HNL and NLESD will coordinate the pickup of any augmentation players required for teams to fill out their rosters. Grade 9 players will be considered for inclusion on girls teams only.

4.2 – Emergency Goalies

Teams needing to pickup an emergency goalie for a game must send an e-mail to the Board of Directors explaining why they need to dress an emergency goalie.

Teams may **NOT** play an emergency goalie unless provided with approval from the Board of Directors. Emergency goalie must fill the back-up goalie position only.

5.0 – Awarding of Team Points

- Wins in regulation will result in 3 points during the round-robin.
- Win in Overtime or a shoot-out will result in 2 points during the round-robin.
- A loss in Overtime or shoot-out will result in 1 point during the round-robin.
- A loss will result in 0 points during the round-robin.

6.0 – Schedule & Games

6.1 All teams must adhere to the scheduled game times for their respective games. Failure to do so will result in a forfeited game. Results of forfeited games will be a score of 7-0 for the team winning the forfeit. Teams must be ready to go on the ice 20 mins before their scheduled game start time. For example, if a game is scheduled to start at 6:00PM both teams must be ready to go on the ice for warm-up at 5:40PM.

6.2 Teams will be given a 7-minute warm-up before each game after which time the ice will be cleaned or the game will begin.

6.3 The Board of Directors may change the times when cleaning of the ice happens to ensure the overall schedule is kept on time, but at a minimum the ice will be cleaned every two periods.

6.4 At the end of the warm-up buzzer, any players still on the ice shooting pucks or not involved in picking up pucks or moving nets will be assessed a 10-minute Misconduct Penalty to start at the beginning of the game.

6.5 Boys games: the first and second periods will be 15-minute stop time and the third period will be a 20-minute stop time. Girls' games will be three 10-minute stop time periods.

6.6 During games where a five (5) goal spread occurs in the third period, the clock will be switched to run-time and it will not revert to stop-time. This does not apply to the Championship game.

6.7 If at any point in a game where a five (5) goal spread occurs and the overall play is in the winning team's advantage, the lead official on the ice may approach the losing team's coach and request concurrence that the clock be set to run-time. If the coach declines to set the clock to run-time, the game will proceed as is until the third period at which time Rule 6.6 will be activated. Either one of the coaches may also make the request to the lead official on the ice, however consent is required by the losing team's Head Coach.

6.8 Each team shall be permitted only one 30-second timeout including overtime per game. If Rule 6.6 or 6.7 is activated, the clock will stop and start again once the puck is dropped.

6.9 If a game during the round-robin ends in a tie, there will be a two-minute break and the teams will play a 3 on 3 five (5) minutes sudden death overtime. If still tied there will be a 3-player shootout with different players. If still tied after 3 players, then the same player may shoot each time until a winner is determined. Goalies will stay in their teams' end and they will NOT change ends for OT or a shootout.

6.10 To reduce the likelihood of teams running the score up in games and to foster good sportsmanship in the tournament, the maximum spread per game allowed for goals will be seven (7). In a game with the score of 10 to 1, the winning team will be awarded a score of 8 and the losing team awarded a score of 1.

7.0 – Penalties

7.1 Fighting will not be tolerated. Any player penalized for fighting will be ejected from the tournament and the player will forfeit any opportunity for individual awards.

7.1.1 Players assessed a fighting major during the tournament will be suspended for a minimum of five (5) tournament games. If the player's team does not play five (5) games before the end of the tournament, the suspended player will be required to serve his or her remaining games on their suspension in the following year's tournament.

7.2 All match penalties and gross misconducts will result in automatic ejection from the tournament.

7.3 Any player assessed three (3) stick infractions in one game will also be given a game ejection for that game and if it occurs during the last 10 minutes, he or she will sit out the next game. For the purpose of clarity, the following are considered "Stick Infractions":

- High Sticking
- Slashing
- Cross-checking
- Spearing
- Butt-Ending

8.0 – Team Colours

For all games, the home team will wear dark colours. However if the visiting team only has dark jerseys, the home team will wear white jerseys.

9.0 – Dressing Rooms

The Board of Directors and rink staff will determine dressing room assignments to de-conflict any issues. Teams **MUST** adhere to the dressing room schedule and vacate the dressing room within 30 minutes of the completion of their game.

9.1 No team is permitted to leave their gear in the dressing rooms overnight or between games unless given permission by the Director of Hockey Operations.

9.2 Dressing rooms must be left clean and undamaged. Failure to follow this rule will result in disciplinary action by the Board of Directors, as well as cost recovery for any required repairs.

10.0 – Conflict of interest

No team staff will be permitted to officiate any game in the tournament. If a team staff member is scheduled by the Referees Association, he/she must inform the Association that he/she cannot officiate the game.

If it is determined that a team staff member has officiated a tournament game, he/she will be removed from the tournament and will forfeit any awards, including not having their name placed on the cup should their team win the tournament.

11.0 – Tie Breakers

11.1 Should there be a tie between two teams in the final placing for playoff positions during the round-robin play, positions will be determined in the following order:

- The team with the most wins in the round-robin gains the highest position.
- The winner of the round-robin game between the two tied teams gains the highest position.
- The team with the best goal average gains the highest position.
 - The goal average is determined as follows. Total number of goals for divided by the total number of goals for and against. *All round robin games included.*
 - Example: for 10 goals against 4 goals
Percentage $10/10+4$ $10/14$.714

Note: In order to reduce the likelihood of teams running the score up in games and to foster good sportsmanship in the tournament, the maximum recorded goals per game permitted will be 7. In a game with the score of 10 to 1, the winning team will be awarded a winning score of 8 and the losing team a score of 1.

Note: The higher percentage gains the higher position.

- The team with the least number of penalty minutes gains the highest position.
- The team that scored the first goal in the game between the tied teams gains the higher position.
- Flip of the coin.

11.2 Should there be a tie between three or more teams in the final placing for playoff positions during the round-robin play, positions will be determined in the following order:

- The team with the most wins in the round-robin gains the highest position.
- The team with the best goal average gains the highest position. Games between tied teams only will apply. (See above Rule 11.1. iii – for calculation)
- The team with the fewest goals against (all round-robin games played) will gain the highest position.
- The team with the most goals for (all round-robin games played) will gain the highest position.
- The team with the least number of penalty minutes gains the highest position.
- Flip of the coin.

12.0 – Elimination Games & Championship Game

12.1 In the event of a tie between the two teams in the elimination round, the teams will take a two-minute break and play 3 on 3 sudden death overtime. The overtime will be 5 minutes. If still tied, there will be a 3-player shootout with different players. If still tied after 3 players, then the same player may shoot each time until a winner is determined.

12.2 In the event of a tie in the Championship game, the teams will take a two-minute break and play a 15-min (Boys) and 10-min (girls) sudden death 3 on 3 overtime. If there is still no winner after the first overtime, the ice will be cleaned, and two more overtime periods will take place until a winner is determined. If no winner after the two additional overtime periods, a shootout will occur as per 12.1. The Board of Directors reserves the right to change this rule if the game is determined to be behind schedule.

13.0 – Tournament Format

There are several possible formats the tournament can follow depending on the number of teams participating each year. Formats for 12 teams or 16 teams are detailed below.

12 Teams Format

Teams will be divided into three (3) Pools or Companies (A, B, & C) and they will play a round-robin in their respective Companies. At the end of the round-robin, all teams will be seeded based on the round-robin results and the following play-off format will be used. The top four teams get a buy to Round 2.

Play-off Round #1: Winners advance to Round #2. Losers are eliminated.

- Game #1 - Seed 5 vs. Seed 12
- Game #2 - Seed 6 vs. Seed 11
- Game #3 - Seed 7 vs. Seed 10
- Game #4 - Seed 8 vs. Seed 9

Play-off Round #2 Trail of the Caribou Championship Series (Quarter-Finals)

- Game #5 - Seed 1 vs. Winner 4
- Game #6 - Seed 2 vs. Winner 3
- Game #7 - Seed 3 vs. Winner 2
- Game #8 - Seed 4 vs. Winner 1

Play-off Round #3 (Semi-Finals)

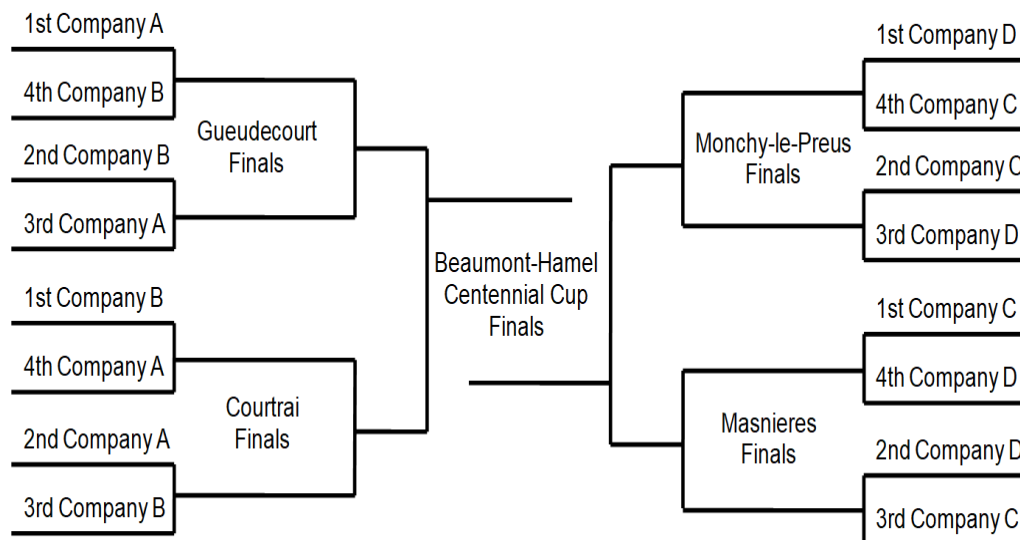
- Game #9 - Winner 5 vs. Winner 8
- Game #10 - Winner 6 vs. Winner 7

Play-off Round #4 (Finals)

- Game #11 - Winner 9 vs. Winner 10

16 Teams Format

Teams will be divided into four (4) Pools or Companies (A, B, C & D) and play a round robin in their respective Companies. At the end of the round-robin, the following play-off format will take place:



14.0 – Seeding of teams for Companies (Pools)

In order to make the assignment of companies (Pools) as fair and transparent as possible, the Board of Directors has developed a ranking system that is based on the results from games played throughout the season and a points system based on the previous season.

14.1 A list of all teams in the province will be developed at the end of each season and each team will be seeded based on their results for that season. This list will be used to determine points awarded for a win by a team in the next season based on the team they are playing.

14.2. The points system is as follows:

- The top four (4) teams on the list will have a value of 4 points.
- Teams seeded from 5 to 12 will have a value of 3 points.
- Teams seeded from 13 to 20 will have a value of 2 points.
- Teams seeded after 20 will have a value of 1 point.

14.3. The Board of Directors will track games throughout the province using tournament and league websites, in addition to using the results in the R NFLD R tournament database.

14.4. Only games played against teams from the province of Newfoundland and Labrador will be counted in the calculations.

14.5. The calculation will be as follows: Total Points/Total Games Played

14.6. The team with the higher number will get the higher seeding position.

14.7. The seeding will be updated each month until 4 weeks before the start date of the tournament.

14.8. In the event of a tie on the seeding, the team with the higher number of games will get the higher seeding.

14.9. The Board of Directors reserves the right to alter the Companies for the purpose of effective schedule development. When possible, the Board of Directors will make every attempt to maintain the companies (Pools) as per the results of the seeding.

14.10. Company (Pool) composition for a 16-team tournament is as follows:

<u>Company A</u>	<u>Company B</u>	<u>Company C</u>	<u>Company D</u>
Seed #1	Seed #4	Seed #3	Seed #2
Seed #5	Seed #8	Seed #7	Seed #6
Seed #12	Seed #9	Seed #10	Seed #11
Seed #16	Seed #13	Seed #14	Seed #15

15.0 – Championship Cup and Banner

The winning boys team receives “The Beaumont-Hamel Centennial Cup” and a Championship Banner. The winning girls team receives “The Beaumont-Hamel Cup” and a Championship banner. Both boys and girls winning teams receive medals.

15.1 The Championship banner will be retained by the winning team.

15.2 The Cup will remain with the Board of Directors.

15.3 Modifications to the Cup are not permitted. If the Cup is found to be modified or damaged in any way following its presentation to the winning team, the responsible team’s school will be billed for the repairs.

15.4 Only the names of the members of the winning team who played, including coaching staff, will be placed on the Cup in keeping with the team list submitted to the tournament’s Board of Director prior to the start of the tournament.

16.0 – Appeals

16.1 There will be no appeals on calls made on the ice by the officials and the tournament will not overturn any suspensions issued under HockeyNL.

16.2 Appeals will only be entertained on the length of a suspension as outlined in the tournament rules, for example, fighting majors.

16.3 In order to make an appeal, the team must submit a request to the tournament Board of Directors within 48 hours of the end of the game. The team must submit by email a description of the appeal and their case for overturning the suspension.

16.4 The Board of Directors will assemble the review committee to provide a ruling within 48 hours of receipt of the appeal. In the event that the committee has not returned its ruling within 48 hours, this should not be interpreted that the suspension has been overturned.

16.5 The Board of Directors will respond to the team by e-mail once the review committee has provided their ruling.

17.0 – Safety

17.1 During games and pre-game warm-ups, all players must wear their full gear including neck guard and all helmet/chin straps must be secured. Players are NOT permitted to remove their helmets or straps while on the ice.

18.0 – Team Composition

18.1 Boys teams are permitted to register 20 players for the tournament. This will include 18 skaters and 2 goalies. Girls teams are permitted to register 18 players. This will include 16 skaters and 2 goalies.

18.2 The minimum number of players required to start a game is 10 skaters and 1 goalie.

18.3 The maximum number of players on a game roster is 19 for boys teams, including 17 skaters and 2 goalies. For girls teams, the maximum number of players is 17 including 15 skaters and 2 goalies.

18.4 Coaches are required to provide their final list of players to the Director of Hockey Operations two hours before the start of their first game of the tournament. No changes will be permitted after the start of their first game.

18.5 All players listed on the final roster must be on the team's approved HNL roster submitted to the tournament or approved by HNL using correct procedures.