



The Royal Newfoundland Regiment
Memorial High School Hockey
Tournament

Rules

Revision 4.0



3/22/2019

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Purpose

The purpose of this document is to outline the rules & Standard Operating Procedures (SOP's) by which the Royal Newfoundland Regiment Memorial High School Hockey Tournament will be played and operated to help reduce any conflict that may rise leading up to and during the tournament.

1.0 – Sanctioning & Admin

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 committee.

1.2 - Insurance and health coverage of team members is 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 committee 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.

2.0 – Eligible Teams

2.1 - Only High Schools from the Province of Newfoundland Labrador will be eligible to take part in the tournament.

2.2 - Teams **MUST** be in good standing with HNL.

2.3 - Teams **MUST** play a minimum 5 games against other teams in the Province of Newfoundland Labrador to be considered for the tournament.

3.0 – Eligible Players

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. The tournament will not accept other leagues approval for player's pickups.

(a) All players **MUST** be registered with Hockey NL or they will not be permitted to take part in the tournament.

- (b) If a team must pick up a player from another school to fill gaps in their lineup they MUST submit a request to the tournament committee before the beginning of the tournament.
- (c) If the committee determines that a player has been picked up by a team without approval from the committee 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 losing all rights to awards. The Head coach will also be removed from the tournament for submitting false information to the committee.
- (d) Any player who has played for another school during the season in another league and their school is taking part in the tournament MUST return to their home school to play in the tournament.
- (e) Players returning from Major Junior, Junior A or any other high level of hockey who has not played at least 15 games with his/her team during the regular season will not be eligible to play in the tournament.

4.0 – Pickup of Players

The following rules and procedures will be followed to pick up a player for the tournament:

- (a) Players MUST first be taken from the available players in the school.
- (b) If there are no players in the school that can play; the team may look to another nearby school or feeder school for a replacement.
- (c) If there are no nearby schools with available players the school may look to other schools for players.
- (d) Players MUST play for their own school first; they cannot pick and choose the team for which they wish to play. If a school wishes to pick up a player from another school participating in the tournament the school wishing to pick up a player must first

- choose from the players who have not made the other school's team and then choose from the other school's spares.
- (e) Once a player has been identified as a pick up the team picking up the player must submit a request to the committee before the tournament.

5.0 – Awarding of Team Points

5.1 - Wins in regulation will result in 3 points during the round robin

Win in Overtime or a shot out will result in 2 point during the round robin

A loss in Overtime or shot 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.

(a) Failure to do so will result in a forfeited game.

(b) Results of forfeited games will be a score of 1-0 for the team winning the forfeit.

(c) Teams should be ready to go on the ice 10 mins before their schedule game start time for example if a game is scheduled to start at 6:00 PM both teams must be ready to go in the ice for warm up as 5:50.PM.

6.2 - The ice will be cleaned every 2 periods to ensure games are started on time.

6.3 - Teams will be given a 5 minute warm up before each game after which time the ice will be cleaned or the game will begin.

6.4 – The committee may change the times when cleaning of the ice happens to ensure the overall schedule is kept in line; but at a minimum the ice will be cleaned every 2 periods.

6.5 - The first and second Periods will be 15-minute stop time and the third will be a 20-minute stop time.

6.6 - During games where a five (5) goal spread occurs in the 3rd period, the clock will be switched to run-time, and it will not revert to stop-time.

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 teams coach and request 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 only required of the losing team's Head Coach.

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

6.9 - If a game during the round robin ends in a tie there will be 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 shooters. If still tied after 3 shooters, then the same player may shoot each time until a winner is determined.

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 personal awards.

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. For the purpose of clarity the following are considered

"Stick Infractions":

- i. High Sticking
- ii. Slashing
- iii. Crosschecking
- iv. Spearing
- v. Butt-Ending

7.4 - Players receiving a game misconduct in the last 10 minutes of the game will also be suspended from playing in the next game their team plays.

7.5 - Any combination of three major penalties during the tournament will result in the player being automatically suspended for the next game.

8.0 – Team Colors

For all games the home team will wear dark colors unless one of the two teams only has one set of jerseys.

9.0 - Dressing Rooms

The organizing committee and rink staff will determine dressing room assignments to help avoid conflicts and for that reason teams MUST adhere to the dressing room schedule and vacate the dressing room within 45mins of the completion of their game.

9.1 - No team is permitted to leave their gear in the dressing rooms overnight or between games. Failure to follow this rule will result in the Head Coach being suspended from the next scheduled game.

9.2 - Dressing rooms must be left clean and undamaged. Failure to follow this rule will result in the Head Coach being suspended from the next scheduled game or the team removed from the tournament and billed for the cost to repair any damage.

10.0 – Conflict of interest

No team official will be permitted to officiate any game in the tournament; if a team official 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 official has officiated a tournament game he/she will be removed from the tournament and will forfeit any awards including having their name placed on the cup if their team wins 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.

- i. The team with the most wins in the round robin gains the highest position.
- ii. The winner of the round robin game between the two tied teams gains the highest position.
- iii. 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

In order to reduce the likely hood of teams running the score up in games and foster good sportsmanship in the tournament the Maximum spread per game allowed for goals will be 6. In a game with the score being 10 to 1 the winning team will be awarded a winning score of 7 and the losing team a score of 1.

Note: The higher percentage gains the higher position.

- iv. The team with the least number of penalty minutes gains the highest position.
- v. The team which scored the first goal in the game between the tied teams gains the higher position.
- vi. 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.

- i. The team with the most wins in the round robin gains the highest position.
- ii. 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)
- iii. The team with the fewest goals against (all round robin games played) will gain the highest position.
- iv. The team with the most goals for (all round robin games played) will gain the highest position.
- v. The team with the least number of penalty minutes gains the highest position.
- vi. 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 shooters. If still tied after 3 shooters, 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 sudden death overtime. If there is still no winner after the first overtime the ice will be cleaned and two more 15min overtimes will take place until a winner is determined. This maybe changed if the game is behind schedule by the organizing committee.

13.0 - Tournament Possible Formats

There are a number of possible formats the tournament can follow depending on the number of teams that take part each year. The first format will follow the 2016 format with 16 teams, the second will have 24 teams, the third will have 20 teams, the fourth with have 12 teams and the last will have 8 teams.

Format 1 (8 Teams)

Teams will be divided into two (2) Pools or Companies A & B and play a round robin in their respective Companies. At the end of the round robin the following play-off format will be used.

Play-off Round #1

Game #1 - 1A vs. 4B

Game #2 - 1B vs. 4A

Game #3 - 2A vs. 3B

Game #4 - 2B vs. 3A

Play-off Round #2

Game #5 - Winner 1 vs. Winner 4

Game #6 - Winner 2 vs. Winner 3

Play-off Round #3

Game #7 - Winner 5 vs. Winner 6

Format 2 (12 Teams)

Teams will be divided into three (3) Pools or Companies A, B, & C and 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.

Play-off Round #1

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

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

Game #9 - Winner 5 vs. Winner 8

Game #10 - Winner 6 vs. Winner 7

Play-off Round #4

Game #11 - Winner 9 vs. Winner 10

Format 3 (16 Teams)

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 committee has developed a ranking system that will be 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 will be as follows:

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

14.3. The committee will track games using the league and tournament websites using the results in the 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.

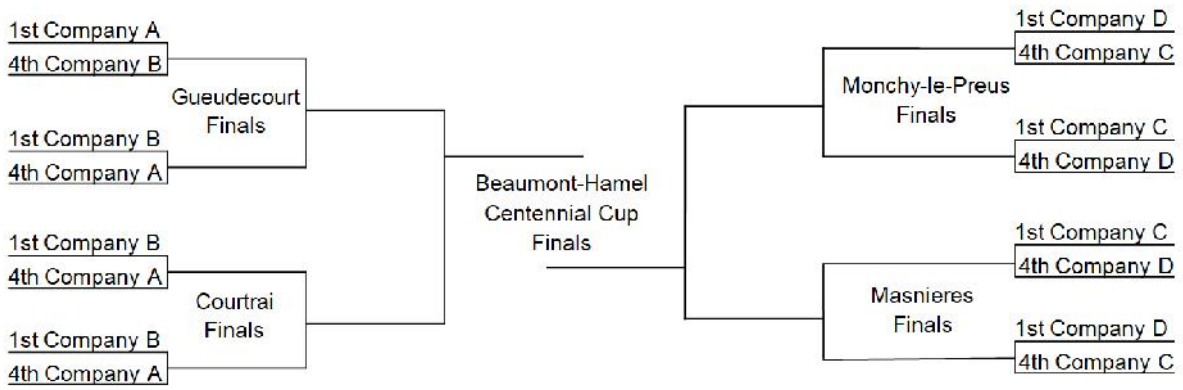
14.8. In the event of a tie on the seeding the team with the higher number of games will get the higher seeding.

14.9. The committee reserves the right to alter the companies for the purpose of effective scheduled development ONLY. The committee will make every attempt to maintain the companies (Pools) as per the results of the seeding.

14.10. Company (Pool) make up for a 16 team tournament:

<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

14. 11. Play-off format



15.0 - Championship Cup and Banner

The team which wins the tournament will receive "The Beaumont-Hamel Centennial Cup" and a Championship Banner.

12.1 - The Championship Banner will belong to the team.

12.2 - The Cup MUST remain with the committee.

12.4 - No one is allowed to modify the Cup in any way. If the Cup is returned and found to be modified or damaged in any way the offending school will be billed for the repairs and the team will not be permitted to participate in the tournament until the bill is paid in full.

12.6 - ONLY the names of the members of the winning team including coaching staff will be placed on the cup as per the team list submitted to the tournament organizing committee before the beginning of the tournament.