



Tournament Rules House league (HL), Local League (LL) March 15-17, 2019

Welcome to the Hank Borgatti Black & Gold Classic Minor Hockey Tournament in Welland, Ontario. All games will take place at Jack Ballantyne Arena & Welland Main Arena

All teams must register at arena of your first game with official roster & travel permit. If you can send roster & permits by email in advance of tournament this is also accepted & recommended.

- **All games results will be posted at arena along with the www.wellandminorhockey.com website.**

Tournament Rules

- OMHA Rules will apply
- All games will consist of 3 x 10 minute periods stop time. If there is a 5-goal spread in the 3rd period the clock will run. Once running time starts, the only time the clock stops is for an injury or if goal spread goes back to 3. Please note, if a penalty occurs during running time the following minutes apply. Any 2 minute penalty will be 3 minute running time & a 5 minute major penalty will be 7 minutes running time.
- No timeouts in round robin play. One (1) 30 second timeout will be allowed for each team in Quarter Final, Semi- Final & Championship Games.
- 2 Points for win, 1 point for a tie, 0 points for a loss

Tie Breakers

In the event of a tie in the standings, the final results will be decided by:

- a) Results of their head to head game (win or loss) Applies for round robin games. **If 3 or more teams tied go to b).**
- b) Most total wins
- c) Goal differential. The team with the highest tournament goal average. This is determined by the total goals scored/ total goals for & against. EXAMPLE: Team 1 scores 10 goals and gives up 14. $10/24 = .417$
- d) Most goals scored
- e) Fewest goals allowed
- f) Team that scores first goal between the two teams that played head to head
- g) Coin flip

For Championship, Quarter Final & Semi Final games in case of a tie, there will be a 4 on 4 3 minute running time period. Last 30 seconds stop time. If still tied, a 3 on 3, 3 minute running time period, last 30 seconds stop time. If still tied, a 2 on 2, 3 minute running time period, last 30 seconds stop time.

If there is a penalty when teams are 2 on 2; The team on the Power play will Add a player. The game will then be 3 on 2 for the duration of the penalty. At the end of the penalty, the game will be played 3 on 2 until the next stoppage of play. The game will then revert back to 2 on 2.

Overtime will only play as low as 2 on 2. This format will apply until someone scores.

- k) If penalties occur in overtime, a player on ice will have to leave ice & sit for 1 minute. Clock will stop after offending team touches puck & will restart after faceoff. A player will be added to ice for 1 minute in this case. **If a Major Penalty occurs in overtime, a player on ice will have to sit for 5 minutes.**

- Game Forfeits will result in a 5-0 win.
- Penalties that occur in the 3rd period that carry over into overtime are served their full time assessed.
- A major fighting or gross misconduct penalty will result in player suspension from tournament.
- Any team official (coach, trainer or manager) ejected from a game will also be suspended for the remainder of the tournament.
- Coaches are responsible for team conduct while their team is at the Arena.
- Any disputes will be settled by the Tournament Committee and all decisions will be final