



**Burlington Lions Optimist Minor Hockey Association**  
**2022 42nd Annual House League March Break Tournament**

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Friday, March 18 – Sunday, March 20

## **Rules + Regulations**

1. All teams will be registered house league teams. No Select teams will be accepted.
2. Hockey Canada approved team rosters must be submitted by Friday, March 11, 2022.
3. It is the responsibility of the Head Coach requesting any change to their regular season roster to place the matter via email to both their home organization for approval and our office. Game sheets and rosters may be sought to confirm a player's eligibility. Final approval of a team's roster is given by the Tournament Committee of the hosting tournament organization. Coaches must seek this approval prior to commencement of the Tournament. The approval will only become effective once this is completed and acknowledged, by return email from the Tournament Committee. Changes to the roster will not be entertained to bring the roster over thirteen (13) skaters and one (1) goaltender.
4. Tournament Headquarters will be at Appleby Arena (by Arena A doors). The telephone number for Tournament Headquarters during the tournament is 905-630-3048.
5. All HC/Alliance playing rules shall be enforced. OHF minimum suspension list is in effect. Any suspensions not completely served during the tournament will carry over into regular league play. A letter will be sent to your Hockey Association reporting the misdemeanor. Any penalties that are subject to Accumulated Sanctions (AS) will result in automatic suspension from the remainder of the tournament. These include GM20, GM21, GM30, GM38, GM39, GM41. **An official's decision will be final (no exceptions). A tournament organizer will not have the authority to overrule a referee's decision.**
6. Team Officials are responsible for their players and parents on and off the ice. **Fair Play and Respect.** Disrespectful behavior, gestures or comments directed towards any other participant, official, organizer, volunteer or spectator will result in removal from the arena for the remainder of the tournament.
7. All games are played at facilities operated by the City of Burlington. All participants are expected to adhere to current public health measures that are in place at the time of the tournament.
8. Handshakes in the form of "glove taps" will take place at the start of each game.
9. Teams will NOT be permitted to play music on the arena sound system during games.
10. Please leave the dressing rooms in a clean condition after use. Please check your dressing prior to your game(s) and report any damage. You are responsible for any damage. **Any damage to rooms will be reported back to Association along with any invoice for damages.**

11. All Coaches and players must be ready to play at their scheduled game time. Games may start early. Game times are subject to change due to any unforeseen circumstances.
12. If two teams of the same colour play each other, the visiting team must wear alternate colour (jerseys or pinnies).
13. Only Tournament Officials and Game Officials shall be allowed behind the team benches, in penalty boxes and inside timekeeper's booth. **Every team must have a trainer on the bench to start the game.**
14. Period lengths in Round Robin play will be 10-10-10 for all divisions with a curfew, if necessary, as determined by the Tournament Staff. Championship game period lengths will be 12-12-12 for all divisions. Time-outs will not be permitted during round robin games. One 30-second time-out will be permitted in the Championship games.
15. **Mercy Rule:** When there is a five or more goal difference, the third period will be running time for the remainder of the period. Penalties while clock is running will commence when puck is dropped. If a penalty is assessed in running time, e.g., 2 minute penalty will equate to a 3 minute penalty and a 5 minute penalty will equate to a 7.5 minute penalty in running time. This rule does not apply to Championship games.
16. The Tournament Committee reserves the right to make any decision regarding the interpretation of tournament rules. All decisions of the Tournament Committee are **final**. The Tournament Committee is not liable for any injury, accident, or loss of articles, which may be incurred by players or team officials while participating in the hockey tournament.
17. **TOURNAMENT FORMATS:**

**Four Team Division** – Each team will play 3 games Round Robin format. 1st place and 2nd place teams advance to the Championship game

**Five Team Division** – Each team will play 4 games Round Robin Format. 1st place and 2nd place teams advance to the Championship game

**Six Team Division** – Teams will be divided into A & B divisions. Each team will play 4 games. 2 games against each team within their division. 1st place A and 1st place B will advance to the Championship game.

18. **STANDINGS:** 2 points for a win | 1 point for a tie | default game scored 1-0 for non-offending team

## **TIE BREAKERS**

### **IF TWO (2) TEAMS ARE TIED**

If a two-way tie for first place, or the tie being for other than first place position in the standings, the following tie breakers will be used:

- (A) Head-to-head record of the two teams during tournament round robin play (if applicable)
- (B) If the two (2) teams are still tied after A has been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner: total number of goals for divided by the total number of goals (for and against).

**NOTE:** ALL games are included

**Example:** For = 10 goals | Against = 4 goals | Percentage:  $10/10 + 4 = .714$

**NOTE:** The higher percentage (1.0 being the highest attainable) gains the higher position

- (C) If the two (2) teams are still tied after A and B have been applied; the team with the least number of minutes in penalties throughout all of the tournament games gains the higher position.
- (D) If the two (2) teams are still tied after A, B and C have been applied, then the team that scored the first goal in the first game between the two (2) tied teams gains the higher position.
- (E) If the two (2) teams are still tied after A, B, C and D have been applied, then a single coin toss will determine which team gains the higher position.

### **IF THREE (3) TEAMS OR MORE ARE TIED**

**NOTE:** The three team tie breaker is used to determine the seeding of the 1st, 2nd and 3rd seed.

**If any step in the tie breaker only seeds one team, that team assumes that position. If any step in the tie breaker eliminates one team, they are then eliminated from the equation. T**

The three team tie breaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two team tie breaker.

If three (3) teams or more are tied, the following tie breakers will be used:

- (A) The point record established in the games **AMONG THE TIED TEAMS ONLY**. The team(s) with the most wins would gain the highest position.
- (B) If the teams are still tied after (A) has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals (for and against).

**NOTE:** ALL games are included

**Example:** For = 10 goals | Against = 4 goals | Percentage:  $10/10 + 4 = .714$

**NOTE:** The higher percentage (1.0 being the highest attainable) gains the higher position.

The exercise of (B) establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. **They do not go back to the two team tie breaker.**

**Examples are as follows:**

Team A - .714 = 1 seed – Advances  
Team B - .500 = 3 seed – Does not advance  
Team C - .650 = 2 seed – Advances

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Team A - .714 = 1 seed – Advances  
Team B - .500 = Still tied with Team C (go to next step D)  
Team C - .500 = Still tied with Team B (go to next step D)

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Team A - .650 = Still tied with Team B (go to next step D)  
Team B - .650 = Still tied with Team A (go to next step D)  
Team C - .500 = Does not advance

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Team A - .714 = 1 seed – Advances  
Team B - .500 = 3 seed – Does not advance  
Team C - .650 = 2 seed – Advances

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Team A - .714 = 1 seed – Advances  
Team B - .500 = 3 seed – Does not advance  
Team C - .650 = 2 seed – Advances

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Team A - .714 = 1 seed – Advances  
Team B - .500 = Still tied with Team C (go to next step D)  
Team C - .500 = Still tied with Team B (go to next step D)

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Team A - .650 = Still tied with Team B (go to next step D)  
Team B - .650 = Still tied with Team A (go to next step D)  
Team C - .500 = Does not advance

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(C) If two (2) teams are still tied after A and B have been applied; the team with the least number of minutes in penalties throughout all the tournament games gains the higher position.

(D) If two (2) teams are still tied after A, B and C have been applied, then the team that scored the first goal in the first game between the two (2) tied teams gains the higher position.

(E) If two (2) teams are still tied after A, B, C and D have been applied, then a single coin toss will determine which team gains the higher position.

**Note:** Teams will have until 5 p.m. game day to verify results of games at tournament headquarters. Teams may dispute game results should they have reasonable proof. All decisions of the Tournament Committee are final.

19. **Championship Play:** In the event of a tie at the end of regulation time, a five (5) minute Sudden Victory overtime period will be played. Teams will play 3 on 3 with a goaltender.

If a penalty occurs during overtime play, the non-penalized team shall play with a 4 on 3 advantage until the stoppage of play after the conclusion of the penalty at which time 3 on 3 will resume.

If still tied after 5 minutes of Overtime, teams will have 3 players (previously selected) participate in a shoot out. If still tied after 3 shots, shooters will continue one at a time until a winner is determined.

**Shoot Out Procedure:**

- Teams will shoot simultaneously (i.e., both #1 shooters will shoot at the same time, etc.)
- You may replace the goalie prior to the start of the first shot, but once the goaltender has started the shootout, the goaltender will remain in net for the entire shootout except in case of an injury.
- Players that are serving a penalty at the end of overtime play or have been ejected from the game are not eligible to participate in the shootout.
- No player will shoot twice until one team's entire roster has been depleted. If one team uses up their entire roster, both teams will be allowed to start at shooter #1 again.
- Goaltenders must remain in their crease until the shooter touches the puck.
- Shooters must start the shot within 3 seconds of the whistle.
- Puck must be always kept in motion towards the goal.
- There will be one shot allowed no rebounds.
- Once the puck crosses the goal line (in or out of the net) the shot is considered complete.

**GOOD LUCK and HAVE A GREAT TOURNAMENT!**