



## Burlington Lions Optimist Minor Hockey Association 2025 March Meltdown House League Tournament

Thursday March 13<sup>th</sup> – Sunday March 16<sup>th</sup>

### Rules + Regulations

1. All teams will be registered HL, Select or MD Teams or equivalent (MD is equal to OMHA AE or United States BB Teams).
2. All tournament entry fees must be paid in full before a team is allowed to compete. **Team entries are on first come, first serve basis with payment.** Full payment must be on-line.
3. Tournament Headquarters will be at Appleby Arena (by Arena 1/2 doors). The telephone number for Tournament Headquarters during the tournament is 905-331-3112.
4. The schedule will be available on the website and will be emailed to the Team Contact no sooner than 2 weeks prior to the tournament. Scores and standings may be checked on the website.
5. Teams must play in the division of their eldest player (ie: a team with U10 & U11 players must play in U11). Each team shall have a minimum number of players, 10 skaters + one goalie. **All players & AP's must appear on an approved roster and be approved in advance of the tournament by the Tournament Committee.** Teams may borrow additional house league AP's only (no House League Select/MD/BB/B players) that will be approved by the Tournament Committee in advance. Teams that meet the minimum number of players required may have additional house league players join them as AP's, to a maximum of 14 players. If two teams have combined as one, this must be conveyed and approved by the Tournament Coordinator ahead of time.
6. All Hockey Canada playing rules shall be enforced. 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.
7. O.H.F. minimum suspension list is in effect. Any penalties that are subject to Accumulated Sanctions (AS) will result in automatic suspension from the remainder of the tournament. These include but are not limited to violations to rule #s 7.1b, 7.2b, 7.3b, 7.4b, 7.5b, 7.6b, 7.8b, 7.9b, 7.10b, 7.11a, 8.3b, 8.4b, 8.5b, 8.7b, 9.2b, 9.3b, 10.5b, 11.1a, 11.2e, 11.2f, 11.3c, 11.4 and 11.5c. **A Game Official's decision will be FINAL (no exceptions). A tournament organizer will not have the authority to overrule a referee's decision.**
8. All players and team officials must appear on approved Hockey Canada Team Roster sheets for the current hockey season. Association Travel Permits and Approved Roster sheets must be submitted by Friday, March 7, 2025. No changes in players after this date without authorization of the Tournament Committee. Any discrepancy in age of a player must be addressed by a written letter from the President of your Minor Hockey Association. Teams must always have copies of their Travel Permit and Approved Roster sheets in their possession for review by Tournament Committee if requested.
9. All players must wear CSA-approved helmets, facemasks, and BNQ neck protectors.
10. All Coaches and Players must be ready to play at their scheduled game time.

11. Tournament game sheets will be provided. Game sheets are to be filled out at the Tournament Office in each arena 30 minutes before game time and must be completed before participation in any game.
12. Dark jerseys will be worn by the Home Teams and Light Jerseys will be worn by the Visiting Teams. If there is an issue the Visiting team must change.
13. All handshakes between players will take place after the game. The referee, at his discretion, may forego post game handshakes should he feel that a situation within the game has the potential to escalate in the handshake line-up.
14. Teams will NOT be permitted to play music on the arena sound system during games.
15. **Fair Play and Respect.** Disrespectful behaviour, 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. 1
6. 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. Quarter-Final, Semi-Final and Championship game period lengths will be 10-10-15 for all divisions.
17. Time-outs will NOT be permitted during round robin games. One 30-second time-out will be permitted in the Quarter-Final, Semi-Final and Championship games.
18. **MERCY RULE:** Applies to the 3rd period when the difference is five (5) goals or more, the 3rd period will be running time. The game clock shall revert to running time until the conclusion of the period. If a time out is called the clock must be stopped for the duration of the timeout and start again at the drop of the puck. (If the difference becomes less than five (5) the clock still runs straight time)

A penalty is assessed in running time will become 1.5 times its normal length, e.g., 2-minute penalty, will be a 3 minute penalty in running time. Penalties in progress when stop time becomes run time will become 1.5 times the remaining time of the penalty. Penalties in progress when running time becomes stop time will be 2/3 of the remaining time of the penalty.

19. The score for a defaulted game shall be 1-0 for the non-offending team and they will be awarded 2 points.

## 20. **STANDINGS : 2 points for a Win 1 point for a Tie**

**Quarter Final, Semi Final and 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. Teams will NOT be allowed to use the same shooter twice unless every player has taken a turn.

### **Shoot Out Procedure:**

- Home team will have the option of shooting 1st or 2nd
- You may replace the goalie prior to the start of the first shot, but once the goaltender has started the shootout, he 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.

## 21. TIEBREAKER

### IF TWO (2) TEAMS ARE TIED

If a two (2) 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 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 tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd seed. **If any step in the tiebreaker only seeds one team, that team assumes that position. If any step in the tiebreaker eliminates one team, they are then eliminated from the equation.** The three-team tiebreaker 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 tiebreaker.

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 Tiebreaker.**

Examples are as follows:

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

(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 tournament organizers are final.

22. Please leave the dressing rooms in a clean condition after use. You are responsible for any damage. Please check your dressing room prior to your game(s) and report any damage.

23. No persons are allowed in the Penalty box area or on the bench to take pictures or otherwise unless given permission from the Tournament Committee.

24. The Tournament Committee reserves the right to make any decision regarding the tournament schedule and the interpretation of tournament rules. All decisions of the Tournament Committee are FINAL. The Tournament Committee and Officials are 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. In the event of a dispute, the ALLIANCE rules apply.

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