



## **2018 ALBERNI VALLEY REP HOLIDAY CLASSIC**

### **GAME FORMAT AND TOURNAMENT RULES**

1. All games will be played under BC Hockey rules. Teams are also subject to VIAHA regulations. **It is the responsibility of team officials to ensure that penalized players serve any/all suspensions required under the above mentioned policies.**
2. Team officials must report to the tournament table at least 30 minutes prior to game time to pick up award ballots and confirm they have completed their electronic game sheets. A laptop will be available if needed. Please ensure all team officials are familiar with the electronic game sheet pre-game process.
3. Maximum tournament roster size is 19 players (17 skaters and 2 goalies). No player additions will be allowed once the tournament starts. Use of affiliate players is permitted, however they must be identified at the start of the tournament and subject to VIAHA roster requirements.
4. Home team will wear their light colored jerseys with the away team wearing their dark jerseys. Home team will be responsible for changing jerseys in the event of a color conflict.
5. There will be a \$250.00 fine for any damage to dressing rooms or player benches. Please lock your room when not in use. Keys are available on the wall beside the front desk in the lobby. Please return keys after your game.
6. All games will consist of 3 stop time periods and are scheduled for 2 hours. All ice slots consist of a 5 minute warm up, 1<sup>st</sup> period 15 minute stop time, 2<sup>nd</sup> period 20 minute stop time, 3<sup>rd</sup> period 20 minute stop time (or the wall clock, less 3 minutes to the end of the scheduled ice slot, whichever comes first). An ice clean will take place following the first whistle after the 10 minute mark of the 2<sup>nd</sup> period. Please check your schedule for start and end times of all games.
7. Throughout round robin play, teams will be awarded 2 points for a win, 1 for a tie, 0 for a loss. The 4 teams with the highest points after round robin play move on the medal games.
8. In the event that teams are tied at the end of round robin play, the following tie breaking procedure will determine placing of tied teams:
  - a) Winner of head to head round robin games will receive the higher placing
  - b) Team with the fewest goals against will receive the higher placing
  - c) Team with the most wins will receive the higher placing
  - d) Team with the most goals overall for will receive the higher placing
  - e) Team with the lowest penalty minutes overall will receive the higher placing

Team officials will be emailed following the last robin game with placement results.

9. **Medal Games:** All games will consist of 3 stop time periods and are scheduled for 2 hours. All ice slots consist of a 5 minute warm up, 1<sup>st</sup> period 15 minute stop time, 2<sup>nd</sup> period 20 minute stop time, 3<sup>rd</sup> period 20 minute stop time. An ice clean will take place following the first whistle after the 10 minute mark of the 2<sup>nd</sup> period. Please check your schedule for start and end times of all games.

In the event of a tie after regulation time, teams will play a 5 minute sudden victory 5 on 5 overtime period, followed by a 5 minute 4 on 4 sudden victory overtime period if the score remains tied after the 1<sup>st</sup> overtime period.

If the game continues to be deadlocked, a 3 player (identified at the tournament table 30 minutes prior to the start of the game) shootout will follow with each of the 3 players having one shot. If the tie remains after the 6 shots, the shootout will continue with a single round shootout (with different players in order of jersey number) until a winner is determined. The home team has the option to shoot first.

10. Teams will be allowed 1 (30 second) time out in medal games only.
11. Coaches will determine for their own team 1 MVP award and 1 Digger award to be awarded per team per game. Coaches will be provided one ballot prior to each game at the tournament table and must be handed to the referees at the end of the game.
12. Decisions of the on-ice officials are final. There will be no disputes or appeals heard. There is a zero tolerance for abuse of officials and volunteers.
13. Any player receiving a match penalty, a gross misconduct, 2 game misconducts or 2 game ejections during the tournament will be suspended from further play in the tournament.
14. Team officials are responsible for the conduct of their fans. If undesirable behavior is identified and persists, the team shall be suspended from further play.

**Our arenas have a zero tolerance rule for bullying, harassment and abuse.  
Please show respect and appropriate restraint.**

**Please remind your players, parents and coaches that we are here to encourage fun, healthy competition and good sportsmanship.**