



2008 Birthplace of Hockey Tournament RULES



1. **GENERAL:** CAHA rules, as laid down for minor hockey, will govern the playing of all games. Tournament rules shall be in addition to CAHA/ NSMHC rules and not conflict with the same.
2. Communication Protocol is: Tournament Committee/Chairperson ►Team Head Coach/Manager ►Parent/Player. The protocol is simply reversed for reverse communication purposes.
3. WHMHA Rink Behaviour Policy is in effect-violation by a team or affiliate of team will result in team suspension from play. Tournament officials will monitor all games.
4. WHMHA Zero Tolerance Policy - on persons that exhibit unruly behaviour. Failure to comply may result in verbal warning, cessation of game, removal from facility, expulsion from tournament, police intervention or other discipline action. No individual may speak to the referees at any time.
5. **Should any situation arise that is not covered by CAHA, HNS, WHMHA Policy or Tournament Rules, the Tournament Committee shall make a ruling; any such decision of the Committee is final.**
6. No protests, appeals or refunds will be entertained.
7. Schedule is subject to alteration by Tournament Committee.
8. **GENERAL RULES for ATOM ►MIDGET DIVISION:** Teams in a 4 team division will play a Round Robin Schedule; point system with the top 2 teams in a Championship game. Teams in a 5 or above team division will play in a Draw Schedule as assigned by the Committee.
9. In the Round Robin Schedule, teams are awarded 2 points for a win; 1 point for a tie; 0 points for a loss. The tie breaking procedure for team standings shall be, as follows:
 - a. If two teams are tied in points and they played each other in the preliminary round, the winner of the game between them finishes higher. If the two teams tied in points did not play each other in the preliminary round, or more than two teams are tied then (b) below shall apply.
 - b. The higher standing will be determined based on the ratio of goals for to goals against, calculated to three decimal places. The team with the higher ratio will be given the higher standing. If still tied, the goal spread (goals for less goals against) will be used. If still tied, the team with the most goals for shall finish higher.
10. In the Draw Schedule, if the game is tied at the end of regulation play, teams will go directly in to a shootout to determine a winner. Please see shootout rules.
11. **All games** (Atom Level and above) will consist of a 2 minute warm-up and 3 x 15-minute stop time periods. There are no timeouts. Novice Game: refer to Novice rules.
12. Any team unable to ice a team will forfeit that game and be charged with a 5-0 loss.
13. Except for the first game of each day, games will start up to 30 minutes early if the opportunity presents itself. Failure to be on the ice ready to play will result in a 2-minute minor penalty for delay of game.
14. If preliminary round games are running behind schedule, tournament officials will have the option of implementing straight time for the first period.
15. The HOME team is the second team listed in the schedule e.g. Team 1 v. Team 2-Team 2 is HOME.
16. At the end of each regulation game, Teams will shake hands and then line up on the respective Blue lines for MVP presentations. An MVP is chosen for each team – each regulation game. Team coaching staff will select an MVP from their own team. No MVP in Championship game.
17. Any player receiving a five-minute major penalty or a gross misconduct will be suspended for the remainder of the tournament.
18. Where a team has a lead of five goals or more in the third period, straight time will be implemented. If the lead is reduced to less than five goals, stop time shall be reinstated.
19. **Championship Game:** One 30 second timeout is allowed per team in championship game. Straight time will not be implemented in a championship or consolation game. A tie at the end of regulation time shall go into sudden death overtime-teams remain in their ends; play a 5-minute stop-time period with five skaters and a goaltender. If the game remains tied at the end of the sudden death overtime period, then the game shall go in to a shoot out (See shoot out rules).
20. **GENERAL RULES for NOVICE DIVISION:** Novice is non-competitive-3 levels. Novice will play a Round Robin Schedule as assigned by the Committee. **Games** will consist of a 2 minute warm-up and 3 x 15 minute straight time periods. As per HNS, there will be no posting scores; no keeping stats; no MVP; no championship game. Teams must be prepared to go on ice 20 minutes ahead of game time, go directly into 2 minute warm-up and promptly vacate the ice after the game (exception last game).
21. Novice Participation awards will be presented at the end of their last tournament game. Players will line up on the Blue lines to have their names announced and will receive these awards from their Coach.