

Icefest Tournament Rules

October 17th-20th, 2024

1) Round Robin Game Times:

- There is a 3-minute warm-up at the start of each game, which starts when the Zamboni/Olympia door closes or when game officials are ready.
- All games will consist of a 1st period of 10 minutes stop time and periods 2 and 3 being 15 minute stop time periods. Floods for all games throughout the tournament will be before and after the game.
- At any point in the 3rd period the goal differential of the game is at least 5 goals the clock will move to running time. For the clock to move back to stop time the goal differential of that game must be within 3 goals.
- There are no time outs in the Round Robin.
- In the round robin there will be no ties. Overtime will start immediately without any discussion amongst the team. Overtime will be sudden victory 3 on 3 for one minute; reduced to 2 on 2 for one minute; reduced to 1 on 1 for one minute; until a goal is scored. Buzzer will sound at each minute. Face off will be at closest face off spot within the section of the rink, offensive end, defensive end, or centre ice area. There is no time out allowed during the overtime. Teams will change ends for the overtime (Similar set up to the 2nd period and remain like this until the game is over) Goalies can not play the puck over the centre ice red line. Minor penalty will occur. Minor penalties in overtime will be 2 minutes in duration. If a player receives a minor penalty when it is down to 1 on 1, the non-offending team will put an extra player on the ice. When the time of the penalty expires, the offending player will return to the ice. At the first stoppage of play, the teams will return to 1 on 1. If a player receives a penalty in the third or O.T. periods it will be carried over to the next overtime period.

2) Playoff Round Game Times:

- There is a 3-minute warm-up at the start of each game, which starts when the Zamboni/Olympia door closes or when game officials are ready.
- All games will consist of a 1st period of 10 minutes stop time and periods 2 and 3 being 15 minute stop time periods. Floods for all games throughout the tournament will be before and after the game.
- At any point in the 3rd period the goal differential of the game is at least 5 goals the clock will move to running time. For the clock to move back to stop time the goal differential of that game must be within 3 goals.
- Each team is allowed (1) 30 second time out in the quarters, semis and finals.
- After regulation if the game is tied, 5 minute period(s) sudden death will be played (3 on 3) until a goal is scored.
- Overtime Rule: should there be a penalty assessed in overtime, the non-offending team will place a fourth player on the ice. Following the first whistle after the expiration of the penalty teams will again play 3 on 3. Teams will switch ends to start overtime and switch ends after each overtime period.

3) Jersey Colours:

- **HOME TEAM on the schedule will wear dark sweaters** and the **VISITING TEAM will wear white or light sweaters.** Teams are asked to bring two sets of jerseys, one light and one dark. If you only have 1 set of jerseys, please let the Tournament office know when you register so they can make note.

4) GAME Times:

- All teams must be prepared to start their game 15 minutes prior to the scheduled start time. This doesn't apply for the first game of the day, games that have ref change over, any games notified by the tournament committee or Playoff games. **Games may start early at the discretion of the referees, arena staff and the tournament committee. Teams will be notified if the game is going to start early.**

5) Points for standings:

- Two (2) points for a win; One (1) point for overtime loss and Zero (0) points for regulation loss.

Should there be a tie in the standings, the tie breaking rules will be:

- a) Winner of the games played between the teams (given all teams tied in points played each other)
- b) Goals for divided by goals for + goals against (GF / (GF+GA)) (Highest Quotient Advances)
- c) Team that has the most wins
- d) Team with fewest goals against
- e) Team with the least penalty minutes. Note: player ejected from the game will count as 30 minutes in this calculation regardless of the time in the game the ejection occurred.
- f) One official from each team draws a playing card out of hat. Highest card wins (Aces are considered high card).

The sort rules will continue to work down the list a, b, c, d, e, f and will never start over

6) Playoff Format

U12 Division playoff format (14 teams):

Teams were split into 2 Groups for Round Robin play. (Group A has 8 teams and Group B has 6 teams). At the conclusion of the round robin teams will be seeded in their groups (Group A 1st-8th, Group B 1st-6th).

U12 Consolation Side

- The bottom 4 teams in group A and bottom 2 teams in group B qualify for the Consolation round and will be ranked 9th-14th.
- **Consolation Quarter Finals** will be (11th vs 14th) and (12th vs 13th) with 9th and 10th receiving a bye to the Consolation Semis.
- **Consolation Semi Finals** will be (Highest remaining seed vs 10th) and (Lowest remaining seed vs 9th)
- **Consolation Finals** will be winners of the two Consolation Semi Final winner.

U12 Championship Side

- Top 4 teams in each group qualify for the Championship round.
- **Championship Quarter Finals** will be (1st A vs 4th B), (2nd A vs 3rd B), (3rd A vs 2nd B) and (4th A vs 1st B).
- **Championship Semi Finals** will be (Winner of 3rd B vs 2nd A) vs (Winner of 4th A vs 1st B) and (Winner of 3rd A vs 2nd B) vs (Winner of 4th B vs 1st A)
- **Championship Finals** will be winners of the two Championship Semi Finals.

U13 Division playoff format (15 Teams):

Teams were split into 3 Groups for Round Robin play. (Group A 5 teams, Group B 5 teams and Group C 5 teams). At the conclusion of the round robin teams will be ranked in their group from 1st-5th based on the number of points.

U13 Division Consolation Side

- The 7 teams that don't qualify for the Championship Side will qualify for the Consolation Side.
- **Consolation Quarter Finals** will be (15th vs 10th), (14th vs 11th) and (13th vs 12th) with the 9th team receiving a bye to the Consolation Semi Finals.
- **Consolation Semi Finals** will be (Lowest remaining seed vs 9th) and (3rd remaining seed vs 2nd remaining seed)
- **Consolation Finals** will be the winners of the Consolation Semi Finals.

U13 Division Championship Side

- The top 2 teams in each group plus 2 wildcards (which will be the next two teams with the most points. If teams are tied in points we will follow the tie-breaker procedure), will qualify for the Championship Side. Group winners will be seeded 1st, 2nd, 3rd, the second-place teams in each group will be seeded 4th, 5th, 6th and the 2 Wildcards will be seeded 7th and 8th.
- **Championship Quarter Finals** will be 1st A vs 8th (WC #2), 2nd vs 7th (WC #1), 3rd vs 6th and 4th vs 5th.
- **Championship Semi Finals** will be the winners of the Championship Quarter Final where they will be reseeded 1st-4th with 1st vs 4th and 2nd vs 3rd.
- **Championship Finals** will be winners of the two Championship Semi Finals.

U14 Division playoff format (17 Teams):

Teams were split into 3 Groups for Round Robin play. (Group A 6 teams, Group B 6 teams and Group C 5 teams). At the conclusion of the round robin teams will be ranked in their groups from 1st-6th in Group A and Group B and 1st-5th in Group C based on the number of points.

U14 Division Consolation Side

- The 9 teams that don't qualify for the Championship Side will qualify for the Consolation Side.
- **17th vs 16th game** will be (17th vs 16th) playing their 5th game of the tournament with both teams have no further games regardless of who wins this game.
- **Consolation Quarter Finals** will be (15th vs 10th), (14th vs 11th) and (13th vs 12th) with the 9th team receiving a bye to the Consolation Semi Finals.

- **Consolation Semi Finals** will be (Lowest remaining seed vs 9th) and (3rd remaining seed vs 2nd remaining seed)
- **Consolation Finals** will be the winners of the Consolation Semi Finals.

U14 Division Championship Side

- The top 2 teams in each group plus 2 wildcards (which will be the next two teams with the most points. If teams are tied in points we will follow the tie-breaker procedure), will qualify for the Championship Side. Group winners will be seeded 1st, 2nd, 3rd, the second-place teams in each group will be seeded 4th, 5th, 6th and the 2 Wildcards will be seeded 7th and 8th.
- **Championship Quarter Finals** will be 1st A vs 8th (WC #2), 2nd vs 7th (WC #1), 3rd vs 6th and 4th vs 5th.
- **Championship Semi Finals** will be the winners of the Championship Quarter Final where they will be reseeded 1st-4th with 1st vs 4th and 2nd vs 3rd.
- **Championship Finals** will be winners of the two Championship Semi Finals.

U15 Division playoff format (14 teams):

Teams were split into 2 Groups for Round Robin play. (Group A has 8 teams and Group B has 6 teams). At the conclusion of the round robin teams will be seeded in their groups (Group A 1st-8th, Group B 1st-6th).

U15 Consolation Side

The bottom 4 teams in group A and bottom 2 teams in group B qualify for the Consolation round and will be ranked 9th-14th.

- **Consolation Quarter Finals** will be (11th vs 14th) and (12th vs 13th) with 9th and 10th receiving a bye to the Consolation Semis.
- **Consolation Semi Finals** will be (Highest remaining seed vs 10th) and (Lowest remaining seed vs 9th)
- **Consolation Finals** will be winners of the two Consolation Semi Final winner.

U15 Championship Side

Top 4 teams in each group qualify for the Championship round.

- **Championship Quarter Finals** will be (1st A vs 4th B), (2nd A vs 3rd B), (3rd A vs 2nd B) and (4th A vs 1st B).
- **Championship Semi Finals** will be (Winner of 3rd B vs 2nd A) vs (Winner of 4th A vs 1st B) and (Winner of 3rd A vs 2nd B) vs (Winner of 4th B vs 1st A)
- **Championship Finals** will be winners of the two Championship Semi Finals.

7) Game sheets:

– The tournament will be using electronic Ipads for the entire tournament. The tournament will supply the Ipads and teams don't need to bring their own.

8) Registration:

- All team documents must be submitted before arriving at the tournament. All team managers will register at the tournament office at each location 1 hour prior to the start of their first game. Although you may have provided the travel permit and approved roster prior to arriving at the tournament, the manager must come to the office and confirm there are no changes to the roster and ensure they have provided telephone numbers for two team staff that can be reached during the tournament weekend. Coaching staff must sign the gamesheet/ipad prior to each game, gamesheets/ipad will be in the tournament office

9) OMHA Rules apply. No protest/objections, the decision of the referee is final. ONTARIO MINOR HOCKEY ASSOCIATION sanctioned rules shall be in effect, except where these tournament rules apply, including the use of OMHA sanctioned equipment only, except where out of Branch Association rules are different. The Tournament Committee will rule on these where applicable.

10) Only players whose names are listed on the official roster and/or cards PRIOR TO THE FIRST TOURNAMENT GAME are eligible to play any game during the tournament.

11) Teams will be required to provide copies of the following documents before their team arrives at the tournament.
a) All teams will be required to provide a copy of an approved (signed) roster from their home association reflecting the names of the registered players including approved AP players. b) All teams will be required to provide a copy of a Travel Permit prior to playing their first game of the tournament. Any AP player is only able to play for the team they are AP'd with once their rostered team has been eliminated from the tournament.

a) ONE STAFF MEMBER of each team MUST be always in attendance with the players in the dressing room, until the last player departs to ensure no damages occur and the rooms are left tidy.

b) Damages to the dressing room or arena caused by a player, staff, team, or team spectators will be the responsibility of the team whosoever caused it.

c) Audio players are permitted in the dressing room provided that the volume is kept at a reasonable level and the music is appropriate and cannot be heard in the hallways.

d) Dressing rooms must be vacated 15 mins following the end of the game.

e) Dressing room keys must be returned to the tournament office.

12) Off-Ice Warm-ups are permitted outside the arena only. Off-Ice Warm-ups in the arena are not permitted.

13) The tournament sponsors and/or the tournament committee, and/or the Peterborough Minor Hockey Council is not liable for any injuries (including death), damage or thefts, which take place during the tournament whosoever caused.

14) The tournament committee reserves the right to make any/all decisions on;

a) the interpretation of the tournament rules

b) Changes to the round robin play based on the actual number of participating teams

c) Tournament objections and protests

ALL DECISIONS WILL BE FINAL

The tournament committee makes the final decision on all matters.

SAFE TRAVELS AND BEST OF LUCK TO ALL TEAMS PARTICIPATING IN THE ICEFEST!