

Boston Pizza
Icifest Tournament Rules
October 14-17 2021

1. Round robin and Quarter-final games will be 3 periods. 2x10 minute period, 1x15 minute periods. There is a 3-minute warm-up at the start of each game, which starts when the Zamboni door closes or when game officials are ready. Floods (ice resurfacing) will be every 3 periods. Overtime does not count as a period for the purpose of floods.

2. Semi and final games will be 3 periods. 1x10 minute, 2x15-minute periods. If necessary, there will be one sudden victory overtime period of 3 minutes with 3 on 3. If required, there will be sudden victory overtime as outlined for the round robin play noted in #4 below. If a player receives a penalty in the third or O.T. periods it will be carried over to the next overtime period.

Floods for Sunday playoff games will be before the game and after the second period.

3. All teams must be prepared to start their game 15 minutes prior to the scheduled start time. Not the first game of the day or Playoff games. **Games may start early at the discretion of the referees, arena staff and the tournament committee.**

4. 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. Goalies do not switch ends for the overtime periods. Goalies can not play the puck over the center ice red line. Minor penalty will occur. Minor penalties in the overtime will be 2 minutes in duration. If a player receives a minor penalty when it is down to 1 on 1 then 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. period, the penalty will carry over into the next over time period.

5. Two (2) points for a win; 1 point for overtime loss.

6a. U12 and U14 teams will be seeded 1st to 4th in groups. (Divisions with 3 groups) - The 1st & 2nd seeded team in each group, plus two 3rd seeded wildcard team will advance to the Championship Quarter-Final games, following the Tournament Tie Breaking Formula below. (**WC will be seeded 7th and 8th**) The next 3rd seeded team in group plus three 4th seeded teams in group will advance to the Consolation Semi-Final games, following the Tournament Tie Breaking Formula below.

U12 and U14 Championship Quarter Finals and Consolation Semi Finals:

Teams will be seeded for playoff games and play outside of their group where possible.

6b. U13 and U15 teams will be seeded 1st to 4th in each group. Mike Fisher Conference Group A and Corey Perry Conference Group C will playoff in Quarter Finals. Mike Fisher Conference Group B and Corey Perry Conference Group D will playoff in Quarter Finals.

U13 and U15 Championship Quarter Finals:

2ndFisherA & 1stPerryC - 2ndPerryC & 1stFisherA - 2ndFisherB & 1stPerryD - 2ndPerryD & 1stFisherB

U13 and U15 Consolation Quarter Finals:

4thFisherA & 3rdPerryC - 4thPerryC & 3rdFisherA - 4thPerryD & 3rdFisherB - 4thFisherB & 3rdPerryD

7. All other playoff games on Sunday and will be based on the teams standing in the round robin format. 4th vs. 1st & 3rd vs. 2nd for Championship games and 12th vs. 9th & 11th vs. 10th for Consolation games.

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

a) Winner of games played between the two teams (**Two-way tie only**)

b) Team that has the most wins

c) Add the goals for plus goals against and divide total into the goals for. (Highest Quotient wins)

d) Team with fewest goals against

e) Team with the least penalty minutes. Note, player ejected from the game will count as 40 minutes in this calculation regardless of the time in the game when the ejection occurred.

f) Coin toss

(THE SORT RULES WILL CONTINUE TO WORK DOWN THE LIST A,B,C,D,E,F and WILL NEVER START OVER)

9. Registration and Covid Screening: **All team documents must be submitted before arriving at the tournament. All team managers will register at the tournament office.** 10 minutes prior to 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 that there are no changes to the roster and ensure they have provided telephone numbers(s) for two team staff that can be reached during the tournament weekend.

The team managers and/or covid contact will assist the tournament volunteer to screen, validate vaccination and check I.D. for their team, before entering as a group 10 minutes before each game.

10. 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.

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

12. 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 an approved AP roster if APs are registered.
- b) All teams will be required to provide a copy of a Travel Permit prior to playing their first game of the tournament.

13. HOME TEAMS on the schedules will wear white or light sweaters and the VISITING TEAM will wear dark sweaters.

14. There will be one (1) 30 second time out in **PLAYOFF GAMES excluding the overtime periods.**

15a. ONE STAFF MEMBER of each team **MUST** be in attendance with the players in the dressing rooms at all times, until the last player departs to ensure no damages occur and the rooms are left tidy.

15b. Damages to the dressing rooms or arena caused by a player, carded staff or team spectators will be the responsibility of the team whosoever caused.

15c. Audio players (radios, CD player, etc.) are permitted in the dressing rooms provided that the volume is kept at a reasonable level and cannot be heard in the hallways.

16. CHANGE ROOM ASSIGNMENTS, WITH ENTRY AND EXIT INSTRUCTIONS (This is a Covid 19 policy mandate)

HPA-Freedom Pad	HPA-Loen's Pad	Kinsmen-Mr. Lube	Kinsmen-PGHA	PMC	Asphodel-Norwood
Enter in front door, then to Freedom Pad	Enter in front door, then to Leon's Pad	Enter through stands to back hallway	Enter at front lobby and to front hallway	Enter in parking lot south door	Game 1 Enter at Olympia End side door and exit same
Visitor Team- 6, 8 & 10	Visitor Team- 5, 7 & 9	Visitor Team- 7, 8 & chairs	Visitor Team- 3, 4 & chairs	Visitor Team- 3, 4 & chair	Visitor Team- 5 & Chairs Home Team - 3 & 4
Home Team- 2, 4 & chairs	Home Team- 1, 3 & chairs	Home Team- 5, 6 & chairs	Home Team- 1, 2 & chairs	Home Team- 1, 2 & chairs	Game 2 Enter at Lobby End side door and exit same door
Exit at Freedom Pad stairway, side door	Exit at Leon's Pad stairway, side door	Exit at Mr. Lube Ice-Pad, end Exit door	Exit at PGHA Ice-Pad, end Exit door	Exit at north Petes door in hallway By men's washroom	Visitor Team - 1 & 2 Home Team - Lobby

17. CHANGE ROOM & COVID RULES: A) Players enter and exit fully dressed, except skates, gloves, helmets & goalie pads.

B) Players will enter 10 minutes before and exit 10 minutes after the game.

C) No showers.

D) No team meeting in change rooms.

18. Off Ice WARM UPS ARE PERMITTED OUTSIDE THE ARENA ONLY. Off Ice WARM UPS IN THE ARENA ARE NOT PERMITTED.

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

20. 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

21. The tournament committee makes the final decision on all matter.