**Pat Larock Memorial Tournament**

**September 7, 8 and 9th 2018**

**Rules and Regulations**

**Game Times:**

1. All games will consist of two 10-minute stop time periods and a third 15-minute stop time period.
2. There will be no overtime played in the round robin group play.
3. Overtime will be played in Quarter-Finals, Semi-Finals and the Final games if needed.
4. 5-minute period(s) sudden victory will be played (3 on 3) until a goal is scored.
5. 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:**

1. Teams are asked to bring two sets of jerseys, one light and one dark.
2. The home team will wear the light coloured jerseys.

**Registration:**

1. All teams must check in at the arena, where their first game is played, one hour prior to their first game.
2. All teams must send a copy of their electronic approved roster and a permission form or travel permit, from their home association, prior to the tournament.
3. No additions to the roster after registration check in. If you have added a player after sending your approved roster, be sure to bring/send a copy of your roster with the changes, or an email from a team official. All AP players must appear on your electronic approved roster sheet to be able to play in this tournament.

**Tournament Rules:**

1. Team standings will be based on the points earned in round robin play.
2. Group play standings are based on 4 points for a win, 2 points for a tie and 1 point for a shutout victory.
3. For the Novice and Minor Atom Divisions (with 3 groups) -The #1 seeded team in each group plus one #2 seeded wildcard team will advance to the Championship Semi-Final games, following the Tournament Tie Breaking Formula below. The next two #2 seeded teams in group plus the two highest #3 seeded teams in group will advance to the Consolation Semi-Final games, following the Tournament Tie Breaking Formula below. (#1 teams will be seeded 1-3 and WC will be seeded 4th).
4. For the Atom Division (with 4 groups) -The #1 and #2 seeded teams in each group will advance to the Championship Quarter-Final games, following the Tournament Tie Breaking Formula below. The #3 and #4 seeded teams in each group will advance to the Consolation Quarter-Final games, following the Tournament Tie Breaking Formula below.
5. For the Minor Peewee Divisions (with 2 groups) the #1 and #2 seeded teams in each group will advance to the Championship Semi-Final games, following the Tournament Tie Breaking Formula below. The #3 and #4 seeded teams in each group will advance to the Consolation Semi-Final games, following the Tournament Tie Breaking Formula below.
6. No time-outs in round robin play. One 30 second time-out per team in Quarter-Finals Semi-Finals and Finals.

**Tie breaking Formula:**

1. Winner of the game between the two teams (two-way tie only).
2. The team with the most wins.
3. Add the goals for plus goals against and divide total into the goals for. (Highest quotient wins)
4. Team with fewest goals against.
5. Team with the most goals for.
6. Team with the fewest penalty minutes.
7. A coin toss. One official from each team draws a number out of hat. Highest number calls the toss.

**Overall:**

1. Teams should be prepared to begin up to 15 minutes prior to their scheduled game time.

      2.   O.M.H.A. rules will apply.

      3.   No protest – **referee’s decision is final.**

4. The Tournament Committee reserves the right to render decisions regarding rule interpretations and objections.