

Pat Larock Memorial Tournament

September 22, 23, 24, 2023

Rules and Regulations

Game Times:

1. All games will consist of two 10 minute stop time periods, with the third period 15 minute stop time period. There will be a 3 minute warmup. Floods for all games will be before and after the game.
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 death 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. Game sheets for the entire tournament will be electronic using Ipads.
3. Group play standings are based on 2 points for a win, 1 point for a tie and 0 points for a loss.
4. For U11 at the conclusion of the round robin, teams will be seeded in their groups from 1-6, The top 2 teams in each group plus 2 wildcards (the two best 3rd place in groups), will qualify for the Championship Quarter Finals. Division winners will be seeded 1st, 2nd, 3rd, the 2nd place teams in each group will be seeded 4th, 5th, 6th and the 2 Wildcards will be seeded 7th and 8th. All other teams will have no further games.
5. For U10 there are 8 teams in 1 division (groups), following round robin play, teams will be ranked 1st -8th, and will advance to ¼ finals, 1st vs 8th, 2nd vs 7th, 3rd vs 6th, 4th vs 5th.
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:

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

1. Winner of the game played between the two teams (two way tie only).
2. Take the goals for and divide by the goals for plus goals against ($GF / (GF+GA)$) (Highest quotient advances)
3. The team with the fewest goals against
4. Team that has the most wins.
5. 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.
6. 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 1,2,3,4,5,6 and will never start over

Overall:

1. All teams must be prepared to start their game 15 minutes prior to their scheduled start time. This doesn't apply for 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.
2. 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.
 - a. 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.
 - b. Audio players are permitted in the dressing room provided that the volume is kept at a reasonable level and cannot be heard in the hallways.
 - c. Dressing rooms must be vacated 15 mins. Following the end of the game.
 - d. Dressing room keys must be returned to the tournament office.
3. Off-Ice warm-ups are permitted outside the arena only. Off-ice Warm-ups in the arena are not permitted
4. 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.
5. O.M.H.A. rules will apply.
6. 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.
7. The Tournament Committee makes the final decision on all matters.