

100 Mile House Minor Hockey - U 18 Tournament Rules

Round Robin format:

Five-minute warm-up. Please be on time. One and half hours run time, last 10 minutes in the third period is stop time, if time permits, unless the goal differential is seven or greater. No overtime in the round robin.

Finals Format:

Five-minute warm-up. Please be on time. Two-hour stop time with a flood in the middle of the second period. If overtime, it will go 4 on 4 for five minutes, then a shootout. Provide the refs with five player names and jersey number.

All games played under BC Hockey, NCDMHA, OMAHA and Hockey Canada Rules.

No body checking or fighting. Any player penalized for fighting will be suspended under BC Hockey minimum suspension guidelines.

Match Penalty or Gross Misconduct: Any player receiving a gross misconduct or match penalty will be suspended for the remainder of the tournament.

Protests:

The Tournament Committee will make a final decision on any protests. Protests will be handled immediately.

Mercy Rule:

If at any time during the last 10 minutes of the game, one team is seven goals ahead, the remaining time will be run time. If the team behind scores to narrow the spread to three goals, then the remaining time will revert to stop time.

Penalties: Two minutes for stop time and three minutes for run time.

The home team will wear a light jersey and the away team will wear a dark jersey. If there is a conflict, the away team will change jerseys.

In the round robin games: A team will be awarded two points for winning a game. One point for a tie and zero points for a loss. The points tiebreaker procedure will be as followed in order 1. For and against, two goal differential three penalty minutes.

NAPA Skills Competition:

Players can only participate in one individual event:

1. Fastest Skater: Need two players and a goalie from each team. They will be timed. Best time wins.
2. Shot Accuracy: Need two players from each team. Every player will get five pucks and one minute to hit as many targets as possible. In the event of a tie a sudden death shoot out.
3. Hardest Shot: Need two players from each team. Each player gets two shots.
4. Hottest Goalie: Every goalie will face 10 shots. Highest save percentage wins. In the event of a tie sudden death challenge.
5. Puck Race: Need four players from each team. Have to move the puck around the ice. Fastest time wins. In the event of a tie a coin toss will determine the winner.

End of game:

All players will line up on their blue line. The Player of the Game and Heart and Hustle will be chosen by the coach of their own team. Both teams are to remain on the ice during the awards in a respectful manner.

All signage and posted rules will be respected.

All dressing rooms must be left in a clean order.

No player is on the ice before the referees are on the playing surface.

All decisions by on-ice officials are final.

There will be ZERO tolerance for officials abuse from spectators, caregivers, players or coaches.

Respect rules, the opponents, the officials and their decisions.

Let's have a great weekend of Hockey!!!

Safe travels