

100 Mile House Minor Hockey Tournament Rules - U11-U18

General

- All signage and posted rules must be followed
- Players and coaches are expected to cooperate in keeping the arena and dressing rooms clean and tidy and are liable for any vandalism or damage
- Respect the opponents, the officials and their decisions—there is a zero-tolerance policy on abuse of officials before, during and after games

Games

- All tournament games will be played in accordance with Hockey Canada and BC Hockey rules and regulations
- Five-minute pre-game warmup before each tournament game. Please be on time
- All tournament games follow our game format policy (OMHMHA Policy 4.3.7):
 - U11 and U13:
 - 20-minute periods with one 30-second timeout per game
 - 1 hour, 30-minute games with the first 1 ½ periods as run time and the last 1 ½ periods as stop time
 - Gretzky Rule—any player scoring three goals in a game may no longer score and must pass the puck to teammates to create future goals. When a player scores a fourth or subsequent goal in a game, it will be disallowed and a face-off shall occur at one of the end zone face-off circles where the disallowed goal occurred. Officials and coaches are mutually responsible for reinforcing this rule. No Gretzky rule for U18..
 - U15 and U18:
 - 20-minute periods with one 30-second timeout per game
 - 1 hour, 45-minute games with the first 1 ½ periods as run time and the last 1 ½ periods as stop time, and an ice clean halfway through the game
 - Minimum penalties will be three minutes during run time and two minutes during stop time
 - If there is more than a six-goal spread at the start of the third period, the official may choose to run the clock. Once the clock has reverted to run time it cannot be changed back to stop time
- Home team wears light jerseys and away team wears dark jerseys. If there is a conflict, the home team will change jerseys
- Players may play on only one team during the tournament
- Any player receiving a match penalty or gross misconduct will be suspended for the remainder of the tournament.
- All decisions by officials are final—no protests or appeals are permitted.

Standings

- Points will be given for each game:
 - Win = 2 points
 - Tie = 1 point
 - Loss = no points
- Standings after Round Robin will be determined by total points.
- There will be no overtime in Round Robin play.
- In the case of a tie after Round Robin play, the following will be used as a tiebreaker:
 - Head-to-head winner - the winning team will be awarded the higher position
 - If there is still a tie, the total number of goals for LESS the goals against +/- will be calculated.. The team with the best goal +/- will be awarded the higher position.
 - If there is still a tie, a coin toss. The team that wins the coin toss will be awarded the higher position

Finals

- The team placing the highest in the Round Robin will be the HOME team.
- Overtime shall be utilized to determine a concrete winner for each playoff or final game should teams find themselves tied after regulation. Overtime shall be as follows:
 - 5-Minute sudden death 3 on 3
 - If the teams are still tied after the 3 on 3, they go to a shootout. Teams must go through their complete roster before utilizing the same player.

100 Mile House Minor Hockey Tournament Rules - U9

General

- All signage and posted rules must be followed
- Players and coaches are expected to cooperate in keeping the arena and dressing rooms clean and tidy and are liable for any vandalism or damage
- Respect the opponents, the officials and their decisions—there is a zero tolerance policy on abuse of officials before, during and after games

Games

- All tournament games will be played in accordance with Hockey Canada and BC Hockey rules and regulations
- Three-minute pre-game warmup before each tournament game. Please be on time.
- All tournament game rules are as follows:
 - If ½ ice tournament: ½ ice 4 on 4. Coaches can discuss and compromise to 3 on 3 on a case-by-case basis. If a compromise cannot be met, tournament rules will be the deciding factor resulting in 4 on 4 play
 - If ¾ ice tournament: ¾ ice 5 on 5. Coaches can discuss and compromise to 4 on 4 on a case-by-case basis. If a compromise cannot be met, tournament rules will be the deciding factor resulting in 5 on 5 play
 - Three, 18-minute run time periods with 2-minute line shift changes
 - It is mandatory that each team follow the Gretzky Rule—any player scoring three goals in a game may no longer score and must pass the puck to teammates to create future goals
 - Timeouts are not allowed to be called by any team
 - There will be no overtime played
 - Scores will not be posted, no game sheets logged and no overtime will take place
 - The tournament organizers or officials have the right to shorten the third period if the falls behind schedule. The decision will be final
- If there is a conflict in jersey colours (too similar in colour), the home team will change jerseys or wear pinnies
- Players may play on only one team during the tournament
- All decisions by officials are final—no protests or appeals are allowed