



SARNIA HOCKEY ASSOCIATION

2012 MARCH BREAK HOUSE LEAGUE HOCKEY TOURNAMENT

TOURNAMENT RULES

1. All teams **MUST** register (at the tournament office) at the arena at which they play their first game, at least 30 minutes prior to the scheduled start time of the game. Centre approved rosters and player replacement forms must be presented for officials to verify player eligibility before first game. Game sheets must be filled out at the tournament office prior to each game and car keys left with the tournament officials in exchange for a dressing room key.
2. Only players that are listed on your team's first tournament game sheet and replacement player form will be allowed to play in the tournament. Use of ineligible players will result in a 3-0 forfeiture of the game.
3. All games will be three (3) 10 minute stop time periods.
4. Points will be awarded during the preliminary games as follows:
 - TWO points for a win
 - ONE point for a tie
 - ZERO points for a loss
5. The following tiebreaker rules will be used to break ties at the end of the round robin games:
 - Head to Head if ONLY TWO (2) teams are tied
 - Best goal percentage [Goals scored divided by (goals scored + goals against)]
 - Fastest, first goal scored during round robin play
 - Flip of the coin
6. All finalist games that are tied after 3 periods will be decided by a 5 minute, run time, 5 on 5 sudden victory period. If teams are still tied, a second 5 minute run time sudden victory period will be played 4 on 4. If teams are still tied, there will be a third 5 minute run time sudden death period played 3 on 3 until there is a winner.

Note If in the second, third, etc. overtime period there is a penalty called, the offending player will serve 3 minutes or until that overtime period runs out. The non-offending team will add a player; whereas the offending team will play with the required amount. This will remain after the penalty is over until the first stoppage of play.
7. Any player or game official who receives a fighting major, gross misconduct, match, or attempt to injure penalty will be suspended for the remainder of the tournament with no refund.
8. All teams will shake hands at the start of the game.
9. There will be a 3 minute warm up time prior to the start of each game which will commence as soon as the Zamboni doors are shut.
10. All HC rules will apply.



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11. Playoff Qualifications:
 - **Instructional** –After third round robin game “seeding” will determine opponent for fourth game. (2nd vs. 3rd and 1st vs. 4th) Winners from each game will advance to the Championship Game.
 - **Minor Novice B** – After third round robin game “seeding” will determine opponent for fourth game. (2nd vs. 3rd and 1st vs. 4th) Winners from each game will advance to the Championship Game.
 - **Major Novice A** - Top 2 teams in round robin play advance to Championship Game.
 - **Atom** – Top 2 teams in round robin play advance to Championship Game.
 - **Pewee** – First place team in Pool A and first place team in Pool B advance to Championship Game.
 - **Bantam** – Top 2 teams in round robin play advance to Championship Game
12. Teams will be responsible for any damages to dressing rooms and other arena facilities. Report any damages to Tournament Officials before using assigned dressing room.
13. Parents: Any parent that is ejected from the arena during the tournament for verbally abusing an official or making a travesty must leave **IMMEDIATELY** and may not be allowed to participate as a spectator for the duration of the tournament. Should the parent(s) refuse to leave in a timely fashion, the game shall be forfeited. Team officials **ARE** required to supply the name of any parent(s) ejected to Tournament Officials. Failure to do so shall result in the immediate withdrawal of the team from tournament play. **THIS WILL BE ENFORCED.**
14. Decisions are entirely at the discretion of the Tournament Directors and are **FINAL**.
15. Any team forced to forfeit a game will be credited with a 3-0 loss.