



# London Junior Knights

## AA Green and White Tournament

### November 13-15, 2015

### Tournament Rules

1. Minor Hockey Alliance of Ontario playing rules shall govern all play. Any team not affiliated with the MHAO must have a branch permission form completed, authorized and presented prior to the first game. One 30 second Time Out is permitted per team per game. **CHA APPROVED NECK GUARDS ARE MANDATORY. AS PER OHF POLICY, THIS A NO-CHECKING TOURNAMENT.**
2. A maximum of 19 players may participate in any one game. These can be carded players or affiliated players but must be declared as one of the 19 players, 2 must be goalies. Team officials must present their certificates (both player and coaches) approved by their governing body prior to the first game, in which that person is used. (NOTE: If your first game is not at WFSC you do NOT present your cards until you arrive for the first game you are playing at WFSC).
3. It is the responsibility of the Coaching Staff to confirm players' eligibility after any suspendable penalty.
4. Any player or coach receiving a second major penalty MAY be immediately suspended from further play in the tournament. The Tournament Discipline Committee decision will be final. **THERE WILL BE NO OVERTURNING OF OFFICIAL DECISIONS ON SUSPENSIONS.**
5. The tournament Committee reserves the right to make decisions regarding the interpretation of the Tournament rules and to make decisions regarding protests. **ALL DECISIONS ARE FINAL.**
6. Teams must report to the Arena at least one (1) hour before the scheduled time of their game. Any team not ready to start the game MAY forfeit to the opponents with a recorded score of 1-0. **Games may start up to twenty (20) minutes prior to the scheduled time.** This is at the discretion of the Referee and Tournament Director.
7. Playoffs:  
Minor Atom, Atom & Minor Peewee:  
First place teams in place teams in each division shall advance to the semi-finals as well as the highest ranked wildcard team. The wildcard team will be the highest ranked non-division winner by points or using the tie breaking formula below. The highest ranked division winner will play the wildcard team in one semi final and the second and third ranked division winners will play in the second semi final. Highest seeded teams will be the home team.

Peewee:

Winners of the four divisions will advance to the semi-finals. The highest ranked division winner will play the fourth ranked division in one semi final and the second and third ranked division winners will play in the second semi final. Highest seeded teams will be the home team.

8. In the event of a point tie at the conclusion of the preliminary round, the following will apply:

Two teams tied:

- a. Head to head record.
- b. If the two teams tied their preliminary round game, then best goal average wins.
- c. Tiebreakers carry forward identically to the formula below.

Three teams, or more are tied:

- a. The team with the best goal average (defined below).
- b. The team with the most goals for.
- c. The team with the least goals against.
- d. The team with the least penalty minutes.
- e. Coin toss.

Goal Average Calculation:

The goal average of a team is to be determined by dividing the total number of goals for and against into total number of goals for, with the team having the highest percentage winning the higher position.

Example:	<b>Team A</b>	<b>Team B</b>
	Goals for = 10	Goals for = 10
	Goals Against = 4	Goals against = 5
	$10/(10+4) = .714$	$10/(10+5) = .667$

In this example Team A wins the tiebreaker with best goal average calculation of .714.

9. Stop time will be used with the exception of when there is a five (5) goal or greater difference. Straight running time will begin from the start of the third period if there is a five (5) goal difference or greater. Minor penalties will run three minutes straight time in this scenario. **Straight time will continue throughout the remainder of the game unless the gap is closed to two goals at which time, stop time shall resume.**

**In the finals and semis, it will be stop time only regardless of score**

10. There will be no overtime in preliminary rounds. If required in the play-off, overtime shall consist of consecutive of a 5-minute sudden victory period; play will consist of "3 on 3" plus a goalie. If the game is still tied at the end of overtime, there will be a five round shootout. No player may shoot a second time unless all over players have taken a shot.

11. All championship games will start on “newly prepared” ice. (at the discretion of the Tournament Committee).
12. Acceptance of the team’s entry releases the London Rep Hockey Association Inc., The London Junior Knights, The Tournament Committee, Officials, the Arena Management and all connected with the tournament from any liability for injury or accident which may be incurred by a player or team official while attending or participating in the tournament.
13. VANDALISM OCCURRING IN ANY OF OUR ARENAS WILL BE REPORTED TO THE TOURNAMENT OFFICIALS WHO IN TURN WILL SUBMIT A BILL COVERING ALL REPAIRS TO THE OFFENDING TEAM. IN ORDER TO AVOID OCCURENCES PLEASE ENSURE A TEAM OFFICIAL CHECKS THE DRESSING ROOM THE TEAM HAS BEEN ASSIGNED BEFORE THE PLAYERS ENTER, TO ENSURE THERE IS NO DAMAGE AND AFTER ALL THE PLAYERS HAVE LEFT.

The London Junior Knights Tournament Committee