

Hampton Minor Hockey Association
Jeff Martin Memorial Bantam C Tournament
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Welcome to the 2018 Jeff Martin Memorial Bantam C Tournament

We hope players, coaching staff and families have a great time enjoying the game of hockey in the town of Hampton.

If you have any questions during the tournament please visit the HMHA office near the rink entrance and one of our tournament volunteers will be pleased to assist you.

Following are the tournament rules and additional information that we ask you to be familiar with:

- Teams are asked to exit dressing rooms after games as soon as possible as other teams will be waiting to use rooms. Dressing rooms will be cleaned after every game. Coaches are asked to wait in the dressing room until their entire team has left as teams will be held responsible for any damage to rooms.
- Once they have skates on players as to remain in their dressing room until the ice is ready.
- Female players leaving the Female Dressing Room may proceed to their team's dressing room by entering the ice surface only after the zamboni has made at least one pass close to the boards. The players 'must' stay close to the boards while proceeding from the gate directly outside the Female Dressing Room to the player gate (adjacent to the zamboni gate). Coaches are to ensure that female players act with extreme caution and safety while proceeding from one gate to the other.
- Players are not allowed on the ice surface until rink attendants have closed the zamboni gate.
- Aggressive or abusive behavior on the part of any player, member of coaching/team staff or parent may result in a team being suspended for the balance of the tournament.

HMHA TOURNAMENT RULES:

1. Rules will be in accordance with the Hockey Canada Officials and Hockey New Brunswick Rules for the playing of hockey and NBMHC Minimum Standards of Discipline.
2. The Fair Play Initiative is to be observed at all games.
3. Teams unable to ice a team (6 skaters including goaltender) will forfeit. The winners shall be awarded a score of 2-0.
4. Teams must be ready and willing to play up to one half hour (1/2 hour) before their scheduled game time.
5. Games will commence after a three (3) minute warm up.
6. Every player (including affiliates) and team official participating in the tournament must be listed on team roster of **FIRST GAME SHEET** prior to the start of their first game.
7. Games shall consist of three (3) - **fifteen (15)** minute stop time periods.
8. There will be no time outs during any round robin games. There will be one (1) thirty (30) second time out during semi-final and final games.

9. A five (5) goal spread at the end of the second (2nd) period or at any time during the third (3rd) period will cause the time to run straight time and shall not revert back to stop time even if the goal spread is reduced to less than five (5).
10. Tied games during round robin play shall end in a tie. For all semi-final and final games when a game is tied at the end of regulation play the following overtime process will be used:
 - a) a sudden death four (4) on four (4) five (5) minute stop time period will be played.
If the two teams are still tied:
 - b) a sudden death three (3) on three (3) five (5) minute stop time period will be played.
If the two teams are still tied:
 - c) a shootout will be used to declare the winner. Each coach will select three (3) players to shoot and the order in which they will shoot. The Home team will have the choice of shooting first or second. Teams will alternate taking shots, all shooters will shoot and the team with the most goals will be declared the winner.
If the two teams are still tied:
 - d) each team will alternate sending a shooter, one at a time, until a winner is declared. Players are not permitted to shoot a second time until all players on the game sheet have participated in the shootout. If a player has been injured during the game they will not be required to participate in the shoot out.
- At NO time during sudden death periods will a team play with any less than three (3) skaters and goaltender.***
11. Protests will **NOT** be entertained on the outcome of the final game.
12. If the tournament host HMHA is forced to cancel any game due to weather or unforeseen conditions each team will be awarded one (1) point and a score of 2-2 will be recorded for the game.

DISCIPLINE

- A. A suspended player shall not be eligible to take part in opening or closing ceremonies of the tournament.
- B. Any player or team official receiving a major penalty shall be ejected for the game. The Tournament Discipline Committee will review the incident and may issue a further suspension. All major penalties will be reported to the player's home Minor Hockey Association.
- C. All fighting majors are banned from the tournament.
- D. All minor penalties in straight time will be served as two (2) minute penalties.
- E. In all semi-final and final games all penalties will be carried into the overtime period when required.
- F. If a player or team official is ordered to the dressing room for the balance of a game, he/she shall be subject to any further disciplinary action deemed necessary by the HMHA president (or their designate).
- G. A player or team official ordered to the dressing room for the balance of a game or receiving a major penalty that would require a suspension shall not take part in any MVP ceremonies following the game. Should this take place during the final game of the tournament the player or team official shall not take part in closing ceremonies for the tournament.
- H. There will be no appeals. Decisions of the referees are final

- I. Aggressive or abusive behavior on the part of any player, member of team staff or parent may result in a team being suspended for the balance of the tournament.
- J. The HMHA President (or their designate) will rule on all grievances resulting from semi-final or final games. These rulings shall be final and for the duration of the tournament only.
- K. A written report of any disciplinary action by the HMHA President (or their designate) will be forwarded to the President of the Minor Hockey Association concerned.
- L. All press releases or public statements related to disciplinary action will be made only by the HMHA President (or their designate).
- M. Players, including goaltenders, **MUST NOT REMOVE OR UNSTRAP HELMETS** following the game until they are completely off the ice. ****THIS INCLUDES MVP AND TOURNAMENT MEDAL PRESENTATIONS/CLOSING CEREMONIES/TEAM PHOTOS****. Any player doing so will be suspended from the next game.
- N. If a team official is ejected from any game, one point will be deducted from a team's overall standing.

If at any time during a tournament game a member of a team's bench staff attends to an injured player on the ice, the injured player (accompanied by a member of the bench staff and/or a parent/guardian) must exit the playing area to their dressing room for a period of twelve (12) minutes playing time or until the game expires, whichever occurs first. The player is not permitted back to the bench before this time expires. If the player returns to the bench or ice before the time expires he/she will be deemed an illegible player. This rule does not apply if a member of bench staff attends to a goalie on a team that only has one (1) goalie in attendance.

HOCKEY CANADA TIE BREAKING RULE

In the event that teams are tied for a playoff position, the following tie-breaking procedure will apply. (As approved at the 2001 Annual General Meeting)

Tie Breaking Sequence

Two Teams Tied

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the semi-final and final games are played.

In the event that teams are tied for a playoff position, the following procedure will apply:

1. If two teams are tied:

1.1 The winner of the round robin games between the two tied teams gains the higher position.

1.2 The team with the most wins in the round robin gains the higher position.

1.3 If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.

NOTE: All round robin games are included. Example: For = 10 goals Against = 4 goals

Percentage 10

10+4 = .714

NOTE: The higher percentage gains the higher position

1.4 If the two teams are still tied after 1.1, 1.2, and 1.3 have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.

1.5 If the two teams are still tied after 1.1, 1.2, 1.3, and 1.4 have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.

1.6 If the two teams are still tied after 1.1, 1.2, 1.3 1.4, and 1.5 have been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker

2. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.

2.1 The team with the most wins (among tied teams) would gain the highest position.

2.2 If teams are still tied after 2.1 has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

NOTE: All round robin games are included Example: For = 10 goals Against = 4 goals
Percentage 10

$$10 \div 4 = .714$$

NOTE: The highest percentage gains the highest position(s).

The exercise of 2.2 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

Example;

A. Team A - .714 = 1 seed - Advances

Team B - .500 = 3 seed – Does not advance

Team C - .650 = 2 seed – Advances

B. Team A - .714 = 1 seed – Advances

Team B - .500 = Still tied with team C – go to next step 2.3. Team C - .500 = Still tied with team B – go to next step 2.3. C. Team A - .650 = Still tied with team B – go to next step

2.3. Team B - .650 = Still tied with team A – go to next step 2.3. Team C - .500 = Does not advance

2.3 If teams are still tied after 2.1 and 2.2. The team with the fewest goals against (all round robin games played) will gain the highest position.

2.4 If teams are still tied after 2.1, 2.2 and 2.3. The team with the most goals for (all round robin games played) will gain the highest position.

2.5 If teams are still tied after 2.1, 2.2, 2.3 and 2.4 have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.

2.6 If teams are still tied after 2.1, 2.2, 2.3, 2.4 and 2.5 have been applied, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.