



## Niagara Rapids Fall Classic 2023 Tournament Rules

1. Each team is guaranteed four games. All Midget A & BB games will consist of two 12 minute and one 15-minute stop time periods. All other games will consist of two 10-minute periods and one 12-minute period stop time. No overtime in round robin play.
2. In a 6 team division, there will be four round robin games with the top 4 teams in the division playing for the championship. An 8 & 16 team divisions will be divided into 2 pools of 4. The top 2 teams from each pool will move on to the Championship Round while the bottom 2 will move into a Consolation Championship.
3. Hockey Canada and OWHHA rules apply with the following additions:
  - Three stick violations in one game will result in an automatic ejection from that game.
  - A fighting major or match penalty will result in an automatic ejection from the tournament.
4. Minor penalties will be 2 minutes. Major penalties will be 5 minutes (overtime included). Penalties received during regulation time will carry over into overtime.
5. Points will be awarded as follows:
  - 2 points for a win
  - 1 Point for a tie
  - No overtime in round robin play.
6. Teams are to be ready to go on the ice 15 minutes prior to their scheduled game time.
7. Earliest possible start times will be Friday at 7:15am, Saturday 7:15am and Sunday 7:15am.
8. There will be a 3 minute warm up at the start of each game, which will start following the exit of the Zamboni. When 2 minutes have elapsed, a game official will blow the whistle to let teams know they have 1 minute to get to their benches and get their starting lineup to center ice.

**Good luck and Thanks for Participating in the Rapids Fall Classic!**



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9. If two teams are tied for championship positions at the end of round robin play the final standing will be determined in the following manner. If more than 2 teams are tied then criteria ii will be omitted.
    - I. Number of points.
    - II. Record against other tied teams.
    - III. Goals for/against percentage (see example below) in pool play. The goal percentage of a team is determined by adding the goals for and against together and dividing that total into the total goals for, with the team having the highest percentage winning the higher position.
- Example – goals for = 10 goals against = 4,  $10+4=14$ . Goals for divided by that total  $10/14 = .714\%$ .
- IV. Fewest goals allowed in round robin.
  - V. Least penalty minutes.
  - VI. First goal in round robin.
  - VII. Coin toss.
10. A maximum of 18 individual awards can be presented per team in Final Game.
  11. A player can only play for 1 team during the tournament.
  12. A player's name must appear on the team list that was submitted in the application form.
  13. OWHa pick-up forms will be honored.
  14. Referee's decisions are final and not subject to appeal or grievance.
  15. Suspensions – OWHa rules will apply.
  16. Tournament executive decisions are final and binding and reserve the right to make changes during the tournament as they see fit.
  17. Home teams will wear their light colored sweaters. In the case of a conflict, the tournament executive will make a decision.
  18. If the goal differential in any game, excluding championship games is 5 or greater in the 3<sup>rd</sup> period, the clock will continue to run out. Should the goal differential become less than 5, the clock will revert back to stop time.

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## CHAMPIONSHIP GAMES

19. Game duration for all divisions will be the same as the round robin games. The highest ranking team in the round robin will be designated as the HOME team for final games.
20. Each team will be allowed one 30 second time out during the final championship game only.

## OVERTIME

21. In championship games only and will be sudden death. One 3 on 3, 5 minute stop time sudden death period will be played.
  - I. If still tied, a three player shootout. Shooters are to be designated on the game sheet prior to the start of the game, indicated as S1, S2, & S3.
  - II. Shooters from both teams will shoot at the same time starting at the center ice red line.
  - III. If still tied, subsequent shots will be rotating shooters from the bench one per team until a winner is determined. A winner is declared when one team scores and the other team does not. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot.

NOTE: Players serving a penalty that has not expired by the end of the sudden death overtime MAY NOT participate in the shootout.



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