

# **NEPEAN KNIGHTS TOURNAMENT FORMAT & RULES**

**July 14 – 17, 2011**

**These rules and format are subject to change without notice dependent upon the final number of teams per division registered. All teams are guaranteed four games.**

**Preliminary Round game point awards: Win = 2 points Tie = 1 point Loss = 0 points**

## **OLA Rules apply except as follows:**

1. Game durations:

Preliminary Rounds:

- a) 3 minute warm-up
- b) the 1st and 2nd periods will be 15 minutes running time with NO break between periods.
- c) a 3 minute rest between the 2nd and 3rd periods.
- d) the 3rd period will be 15 minutes running time with the last 3 minutes stop time ONLY if the goal spread is 3 goals or less. Any change in the goal spread during the last 3 minutes will not affect the running time/stop time condition.
- e) NO overtime.

## **Playoff Rounds same as Preliminary Rounds except for:**

- a) last 3 minutes of 3rd period will be stop time unless goal spread is more than 5 goals.
- b) if the teams are tied after regulation time, a 10 minute STOP TIME period of sudden victory (first team to score is the winner) will be played.
- c) overtime periods as described in “ii)” will be played until a winner is determined.

## **2. Advancement to Semi Final and Final Games:**

### **Midget "B" Division**

At the conclusion of round-robin play, the 1st ranked team in Pool "A" will play the 2nd ranked team in Pool "B", the 1st

ranked team in Pool "B" will play the 2nd ranked team in Pool "A". The winners will advance to the Final.

### **Bantam "B" Division**

Teams will play 4 games each against various opponents in the 7 Team Pool.

The top 4 teams will advance to Semi-Final games. 1st place vs 4th place and 2nd place vs 3rd place. Winners of Semi-Final games advance to the Final.

### **Novice "B", Novice "C/D", Pee wee "C/D", Bantam C/D Divisions**

Teams will play 3 games vs opposing pool (Pool "A" vs Pool "B").

Top 2 Teams in each Pool("A","B") advance to Semi-Final games. 1st in Pool "A" vs 2nd Pool "A" and 1st in Pool "B" vs 2nd in Pool "B". Winners of Semi Final games advance to the Finals.

3rd place in Pool "A" will play a Consolation game vs 3rd in Pool "B"

### **Tyke, Pee wee "B", Midget C/D**

Teams will play a Round Robin format (4 games each). 1st place will play 2nd place in the Finals.

### **3. Tie-breaker rules (in order of priority):**

If 2 teams are tied for a position, the higher placed team is determined by:

- a) the team that won the head-to-head game.
- b) the team with the greater goal ratio determined by the formula (Goals For divided by [Goals For plus Goals Against]).
- c) the team with the least goals against.
- d) the team with the fewest penalty minutes.
- e) the first goal scored in the game played between the two teams.

If more than 2 teams are tied for a position the placing (highest to lowest) is

determined first by:

- i) the team with the greater goal ratio determined by the formula (Goals For divided by [Goals For plus Goals Against]).
- ii) the team with the least goals against.
- iii) the team with the fewest penalty minutes.
- iv) a coin toss.

**4. Penalties:** Any fighting penalties will result in the expulsion of the player for the balance of the tournament. If, upon review by the Tournament Discipline Committee, there was an instigator of the fight (whether or

not there is an instigator penalty assessed) the non-instigator will not be expelled for the tournament. The game misconduct penalty assessed will be applied as per OLA rules for suspensions and fines.

**5. Timeouts:** Each team will be allowed 1 time-out per game of a 30-second duration. The game time clock will stop when a team calls a timeout. The thirty-second clock does not reset.

**6. Starting Time:** Teams must be willing and be ready to start their games 15 minutes prior to the scheduled start time.

**7. Sweater Rule:** In the event of a color conflict between 2 teams, the designated HOME team shall be Responsible for changing sweaters. The referee's decision on a potential "conflict" will determine if a change is required.

**8. Sportsmanship:** Teams will shake hands at the end of the game unless otherwise directed by the referees. Unless

directed otherwise, the designated visiting team leaves the floor first with their coaches.

**9. Spectators:** In addition to the referees, the Tournament organizers reserve the right to remove a spectator(s) from the

arena for inappropriate behaviour. Failure to comply by the spectator will result in a defaulted game to the

corresponding team.