



**Powassan Minor Hockey Association  
Black and Gold Hawkeye House Tournament  
Tournament Rules**

1. N.O.H.A. and C.A.H.A. rules will apply throughout the tournament. All games shall be refereed by officials registered with the NOHA. Fighting, abusive language or intent to injure penalties will not be tolerated. Players or coaches could be suspended for the balance of the tournament.
2. Each team is guaranteed three games.
3. Eligibility - All players born on or after January 1st, 2007 are eligible to play. Only players who are registered with the tournament committee before the tournament begins can participate for their respective teams. No player will be permitted to play for more than one team (in the same division) during the tournament (e.g. A player cannot play for two teams in the Pee Wee Rep category in the same tournament).
4. NOHA Game sheets are to be filled out prior to each game.
5. If there is a five goal difference in the third period, running time will begin. Stop time will resume when the difference is reduced to three goals. (E.g. Team A is winning 6 -1 at the start of the third period. The clock will run straight time. Team B scores twice to make the score 6 – 3. Thus the goal differential is three and the game will then be stop time again.)
6. Each team must have home and away jerseys (Dark/Light). In the event of conflicting team jersey colours, the home team will be responsible for changing jerseys. Refer to the game sheets to determine the home team.
7. Warm ups shall consist of three minutes from the time the end Zamboni doors are fully closed.
8. There will be no overtime in any of the round robin games. Each team will be permitted one 30 second time out during the semi-final, or championship games.
10. Standings within the division will be based on the results of the games played. Points will be awarded as follows: In the round robin series, teams will receive two (2) points for a win, one (1) point for a tie, and one (0) point for a loss. If a team forfeits a game they shall receive no points. A forfeited game results in a score of 7 – 0.
11. TIE BREAKING – In the event of teams being tied at the end of the Round Robin series, for any position, the following procedure will be used to break a tie:

***IF TWO TEAMS ARE TIED***

- The team with the most wins will take the higher position. (If still tied, go to next step)

-The winner of the game(s) between those two teams will take the higher standing. (If still tied go to next)

- The team with the best goal average will take the higher position. The goal average of a team is determined by dividing the total number of goals for and against into the goals for, with the team having the higher percentage taking the position. (If still tied go to next)

NOTE: All Round Robin games are included. Example: Goals for 10; goals against 4; 10 divided by 14 = .714

-the team that scored the first goal in the game involving both teams would take the higher position. (If still tied go to next)

-The team that received the least number of penalties minutes during the Round Robin would take the higher position. (GM=10 minutes, MP=15 minutes, GRM=10 minutes, Misconduct=10 minutes). (If still tied go to next)

- If still tied, a coin toss will determine the higher position. The coin toss will be done by the Tournament Director or his/her representative in the presence of a representative from each team. The tournament director will assign which team is Heads or Tails.

***IF THREE OR MORE TEAMS ARE TIED THE FOLLOWING WILL APPLY:***

Note-the Scores of all Round Robin games will apply.

a. The team with the most wins will take the higher position.

b. The team with the higher percentage (1.0 being the highest attainable) will take the higher position-as first place. For example-team A average is .700, team B average is .600, and team C is .500, then the placing teams will be Team A, Team B, Team C. (the closest percentage to 1.0 is the highest).

c. The team with the second best goal average will take the higher position as second place.

d. The team with the third best goal average will take the higher position as third place

e. The team with the fourth best goal average will take the higher position as fourth place.

f. If still tied after A), B), C), D), E), the team who received the least number of penalty minutes during the Round Robin would take the higher position (GM=10 minutes, M=10 minutes, MP=15 minutes, GRM= 15minutes).

G. If 2 teams are still tied after A), B), C), D), E), F), have been applied, a coin toss will determine the higher position. The coin toss will be done by the tournament director in the presence of a Representative from each team. The tournament director will assign which team is Heads or Tails.

-If 3 or more teams are still tied under after A, B, C, D, E, F, have been applied, then the Tournament director will place each team's name in a hat. The first team's name pulled will be the higher placed team and so on.

12. Protests must be submitted in writing within one hour of completion of the game being protested. A deposit of \$250.00 must accompany each protest. The deposit would be returned if the protest is upheld and forfeited if the protest is denied.

13. Teams should be ready to play 20 minutes prior to their scheduled start time.

14. A flood will take place after each game.

15. Injuries - Powassan Minor Hockey Association will not assume responsibility for injuries sustained in tournament play.

16. Equipment - All players are to wear equipment as set down by the C.A.H.A. rules.

17. All games, including medal games will consist of three 10 minute stop time periods.

18. Any Coach, Team official, or player assessed a Gross Misconduct, Match Penalty, or Fighting Major will be suspended from remainder of tournament.

### **CHAMPIONSHIP GAMES (ONLY) – OVERTIME**

At the end of regulation time, the teams will play a sudden victory overtime format.

There will be no flood between the end of regulation play and the start of the overtime period.

Any overtime period shall be considered part of the game and all un-expired penalties shall remain in force.

Teams will **not** change ends during any of the overtime period(s).

The teams will play one **sudden-victory overtime period**.

The overtime period will be **five (5) minutes, stop time**.

The teams will play with three (3) skaters plus a goaltender (a.k.a. 3-on-3). Substitutions are permitted.

If the game is still tied, at the end of the overtime period, then the game will be decided by a shootout.

### **3 SHOT SHOOTOUT**

In the first round, each team will take three shots each.

Each team must use 3 different players to take the shots.

If at the end of the 3 shot shoot out, the teams are still tied, then the teams will take one shot each until a winner is decided.

### **1 SHOT SHOOTOUT**

Each team must use different players to take the shots. The team cannot repeat shooters until they have used the entire line up.

Rounds will continue until a winner is declared.

### **OVERTIME PENALTIES**

A team cannot play with less than three (3) skaters on the ice.

Where a penalty, or penalties, would result in one team having less than three (3) skaters, the penalized team shall play with three (3) skaters and the other team shall add one (1) or two (2) players for the duration of the penalty.

At the end of the penalty time, the player(s) would return to the ice until the first stoppage in play. Then, the number of players would return to the designated format.

**For example**, while playing 3-on-3 a penalty was assessed against Team A. Since Team A cannot play with less than 3 players on the ice, Team B placed an extra skater on the ice. This resulted in the teams playing 4-on-3.

The penalty ended, without a team scoring, the penalized player would return to the ice, therefore, the teams would be playing 4-on-4. NDHL Revised: January 25, 2010

At the first stoppage in play, after the penalty expired, the teams would return to the 3-on-3 format.

18. The tournament committee reserves the right to make decisions regarding interpretations of all Tournament rules and regulations.

