Powassan Minor Hockey Association



Keith Barton Memorial Rep Hockey Tournament

February 1st-3rd, 2019

This tournament is open to all carded Rep teams in the novice, atom, peewee, bantam, and Midget categories. The tournament committee reserves the right to limit the entries and to make the final decision on eligibility.

Registration this year will be done online only so please click the link below to register.

[CLICK HERE TO REGISTER YOUR TEAM NOW!!!!!!!!!](https://app.roomroster.com/events/5106/registration-type/create?nav=hidden)

If link above does not work please cut and paste this into your browser.

<https://app.roomroster.com/events/5106/registration-type/create?nav=hidden>

***Note: (A) AAA or AA teams will be only be accepted by Committee approval, and only in the category of the teams regular league play. Eg. If a Novice AA team regularly plays in an Atom A division, they can apply to play in the Atom division of the tournament.***

***(B) THE TOURNAMENT COMMITTEE RESERVES THE RIGHT OF FINAL SELECTION FOR ALL TEAMS TO BE ENTERED IN THIS TOURNAMENT’***

**ENTRY FEE: $850.00 ALL TEAMS (NO FEE AT DOOR)**

*Please make cheques payable to:* ***Powassan Minor Hockey Association***

The deadline for registration is January 10th, 2019 your entry fee must be mailed after completing the online registration.

Should you have any questions please contact:

Jeremy Love, Tournament Director @ (705) 358-6344

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| Tournament Features |
| **Dates: February 1st-3rd**  | **Souvenirs for all Participants** |
| **Guaranteed 3 Games** | **Prize Table** |
| **Winners – Gold, Silver Medallions** |
| **No Gate Fees for Parents, Fans, Spectators** |

Email:**thelovefamily1232@gmail.com** **(email preferred)**

# Details can also be found online @ *www.powassanhawks.com*

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**NOTICE TO ALL TEAMS:**

To support our organization’s goal of creating the best tournament experience for every team manager, coach and family, we have implemented new tournament management software to manage the following:

* Tournament Registration
* Accommodation Management
* ALL traveling participants are required to secure accommodations within this software
* Discounted rates at official tournament hotels have been pre-negotiated
* For those looking for a *specific hotel* that is not on our official list, the system will make available all remaining hotel inventory at current online rates
* Player & Team Questionnaire - i.e., Liability Waiver
* Communication and Tournament Updates
* Scoring and Scheduling
* Venue Directions and details
* Fully integrated Tournament Mobile App
	+ Available for download to any mobile device or tablet
	+ Personalized for each participant and team to include:
		- i) Integrated hotel reservation details
		- ii) Team schedule, standings, and score updates
		- iii) Venue directions
		- iv) Real-time tournament announcements
		- v) Personal calendar updates
* Powassan Minor Hockey has partnered with RoomRoster to handle all accommodations for teams or participants looking for overnight hotel options. RoomRoster has worked closely with the Tournament Director to provide the best options on amenities, value and location at team-friendly hotels. We ask that all teams use the provided links to make all hotel reservations.

**Powassan Minor Hockey Association**

**Keith Barton Memorial Rep Hockey 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, 2001 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.) IF there is a penalty assessed during run time, the penalty will be put on the clock as a 3 minute penalty. If the clock goes back to stop time during this penalty and there is more than 2 minutes remaining to be served, the penalty will be reduced to show 2 minutes remaining. Run time will be stopped in the event of an injury.

6. 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 or time outs in any of the round robin games. Each team will be permitted one time out during the semi-final, or championship games to be used during regulation play.

9. 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, player or other team personnel who receive a Gross Misconduct, Match Penalty, or a Fighting major will be suspended for the remainder of the 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).

 Time outs are not permitted in the overtime period.

 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.

