

Avalanche March Meltdown Tournament Rules

Tournament rules are to be abided by all players, coaching staff and parents. Failure to do so may result in a disqualification from the tournament.

RULE 1 - ENTRY FEE and APPLICATION FORM

1a - A **no refund** policy given to any team who pulls out at any point before or during the tournament commences. Teams pulling out of the tournament once applied will be held responsible for losses by the Avalanche Minor Sports.

1b - If a team is unable to attend the tournament, it must be immediately identified to the tournament director, (Tony Iantorno 416-571-5445). Valid reasons will only be considered in writing before any considerations can be taken for partial refund. An administration fees will apply to any team pulling out of the tournament

1c - Teams are required to sign in before the start of your first game. (1-2 hours before). your first game. Please have the following information ready: Travel permits, Valid Players team roster sheet, Team officials certificates, ready for verifying.

1d – When jersey colours of the teams conflict, the loser of a coin toss will change to the other set of colours. For the Playoffs the colour of the jersey will be determined before playoffs. Check the Tournament Board to see if you're HOME or AWAY. We will not be providing extra jerseys.

1e - Teams found to be still in playoffs / play downs or league game must play their playoff or league game first. Team that pulls out or has a no-show will Forfeit that game. Opponent will receive 2 - points, other team receives 0 - points. There is no refund, registration adjustments, or extra game scheduled if teams pulls-out or has a no-show. Only Valid for the March Meltdown Tournaments due to playoffs. A **NO SHOW** for the last tournament games will result in expenses for that game to be invoiced to the team who does not show up for the last scheduled games or their playoff game.

1f – Teams must supply an approved permission form before the start of the tournament. Failure to supply such permission will result in not playing your game.

1g – Teams must supply an approved team roster, failure to do so will result in not playing in the tournament.

RULE 2 - TEAM ROSTER FORM AND PLAYER REGISTRATION:

2a - All players on the TEAM ROSTER FORM , must be supported by a CHA approved player registration card or the foreign equivalent USA HOCKEY, as per CHA tournament rules. Please present branch permission forms, if not already sent along with copies of players certificates(CAHA cards). Non-compliance of the above rule can suspend the team entered in tournament or individual players.

2b - Teams must be prepared to play 15 minutes before start of your scheduled game throughout the tournament. Tournament delays are beyond our control due to game problems or injury. If a game needs to be cancelled due to ice not available both teams will be award a 1-1 tie and 1 point granted to each team. No refunds or additional game will be scheduled for those teams who did not play a 4th game. The goals for and against will show a 1-1 tie, no averages will be taken to determine goals scored. The tournament directors will decide if the scheduled game is to be played earlier.

2c - Home team wears 'white' , the away team wears 'dark' sweaters, same colours will be decided by coin toss. Please identify your colours to team playing to avoid problems. For tournament playoffs check tournament board for jersey colours. No jerseys will be supplied by tournament director in case same colours being used.

2d - All players shall be registered to that team in accordance with CHA rules. 'AP' Players are allowed. Any additional Affiliate players must be identified before the start of their game. Teams must provide an approved 'AP' list before a player can qualify to play in the tournament.

2e - Goalies must play there positions as indicated on player cards and defined in rule book, otherwise a forfeit will result. Players are allowed to play in net, goalies are not allowed to play out.

RULE 3 – PLAYER ELIGIBILITY & AFFILIATIONS

3a - Any changes to the roster must be done before the start of your first Semi game no additional AP players will be granted or added to the roster sheets. The additional players declared must be accompanied with their player cards/approved roster sheet. Changes must be approved by the tournament committee. Suspended players are not allowed to play, they must serve their league suspensions first. Identify these suspensions on the tournament game sheet. Its your responsibility to track your own suspensions during tournament play, if not sure of a penalty please go to the tournament desk for clarification.

3b - All players and coaching staff must be on Hockey Canada or USA Hockey/AHAUS are eligible. If your player rosters are not ready please have your district body of hockey give you a stamped copy of your team roster as proof.

3c - Affiliated players allowed provided they are added to the roster before the start of the first Semi game. Please identify your AP's on game sheet. No affiliated players can added to roster once the semi-final start (in completion of 4th game only).

3d - CHA/GTHL regulation apply regarding to the above provided numbers: i.e. 19 players may be rostered including two goaltenders but only 17 players and two goalies may be dressed for games. Exceptions allowed only if home jurisdiction allow 19 players and two goalies. Check you league or district rules.

3e - Teams must follow rules set by your organization regarding affiliated players and total players allowed on the bench. This includes total number of coaching staff allowed behind the bench as well. Bench staff must be a carded coach by organization no parents allowed on the bench, tournament hearing for further questioning and possible disqualification.

3f - Players must fall within the rules set by your own organization. It is impossible to police the rules set by all hockey organizations. If the tournament director becomes aware of non compliance of those rules by teams then they are subjected for disqualification of games played in. Rules must be identified in official books (USA Hockey/ Hockey Canada / OHF). Rules not found will be decided by the tournament committee to the best of there knowledge (no appeals will be allowed unless rules are identified by the team in the official hockey books).

3g - Player found to be playing under false name or for a suspended player will be asked to leave the tournament. The team gets disqualified from further playing. This identification goes for any point in the tournament. Score becomes 1-0 loss no matter what the score is at time this issues was identified. Your league will be notified.

RULE 4 – PLAYING GAMES / POINT GRANTED

4a - Referee in chief has final say on all suspensions awarded to team. All penalties may not be contested to the referee in chief for the sake of argument and trying to get a penalty reversed. Errors can occur by the time keepers.

4b - If changes in playing times are found necessary in the operation of the tournament then all managers will be advised prior to the start of those changes on game day. Game times will be moved upon the decision of the tournament committee only. If there is a problem in a game due to scheduling error that game may not be played to ice availability. The possibility may occur where that game will result in a 1-1 tie.

4c- All regular games will be played stopped time. All games will be played in full unless there is a serious injury. Long delays due to injury may result not returning to play or waiting for medical help. That game will not be rescheduled and the score on the clock board determines the winner regardless the period or time left on the clock. **NON-APPEALABLE** on this decision.

TIME OUTS

4d- Teams are allowed one time out per game (round robin, semis and finals included)

4e - No overtime in regular games played, only in the semi's and finals.

POINTS

Point system for the winning team receives:

2 - points for win

0 - points for loss

1 - point for tie (regular play) only

0 - points for any team that has a no show (forfeits), & the opponent receive the 2 points

0 - points allocated for a disqualification and opponent receives the 2 - points (score 1-0)

1 - point on cancelled games

Note: the score will stand if a game is **curfew due or injury**. No appeals will be granted to finish the game. No matter how much time was left on the clock.

In case of team being disqualified in the remainder of the tournament teams will receive 2 points for the win and a 1-0 score, no games will be rescheduled to make the difference in games not played. **NO REFUNDS GRANTED.**

Tournament committee will not consider changes in the percentage point calculations of differences if teams were awarded 2 - points for a win on a no show. Teams walking off the ice and do not finish the game will be awarded 0 - points for that game and possible elimination from the tournament even if they are leading in the tournament. If the team disqualified is winning at that point the next highest point team will advance into semis. If a team disqualified in the semis no new team will take its place. Only if applicable in point awarding.

SUDDEN DEATH

- sudden death play of 5 - minutes, teams will play 5 on 5 , first goal will be declared winner.
- If still tied then a **5 man shoot-out** will occur. Both teams should choose the players shooting entering the final game. Team with a better standing will elect either to shoot first or second. Teams may change their goalie at anytime in the shootout. If still tied after the 5 shooters, alternate players are added on the list with a sudden death, first goal wins. Other team will be given last shot. Same player can't shoot twice in shoot out. Teams must utilize all players on the roster before starting over again. Once the all players have taken a turn then the coaching staff will elect who shoots next going into the second round of shootout. Same applies going into the third round.

Teams must **declare the 5 shooters before the start of the first period in playoffs**. If a player is serving a penalty he can be replaced with another player to compete the shootout. Teams with the higher standing will choose to shoot first or pass to the opponent. If still tied after the 5 shooters one different player will be added to the shoot-out on both sides until a winner is declared sudden death.

Players still serving suspension / major penalties in the box may not compete in the shoot-out.

The goalies can be replaced at any point in the shoot-out if the teams desire to do so, the two goalies declared on the game sheet only. The winning goal is final at the decision of the ref only (no appeals)

RULE - 6 TIE BREAKING POINTS

If **TWO TEAMS** are tied at the end of the four regular games played the tournament director will use this system to break the tie: If There are “Two” teams Tied, this will determine who advances to the Semis

1st - total points includes (2 - points win & 1 - point for tie)

2nd - teams with most wins (if tied) then

3rd - head to head (who beat who) if not applicable then

4th- total goals scored (team scoring the most goals 4 games) if not applicable then

5th - least goals against (least goals against for the 4 games) if not applicable then

6th - Goals For /divided by (total of goals for + goals against)
The higher percentage will be the winner- If still tied

EXAMPLE-

Team A has 15 goals for and 6 against

$$15/21 = 71.42\%$$

Team B has 12 goals for and 3 against

$$12/15 = 80\%$$

TEAM “B” ADVANCES because of the better percentage points

Note: the percentage point will be taken to 2 decimal points only, the third digit will not count in the calculations

7th - if still tied , the team with the least penalty minutes in 4 games played advances

8th - Coin toss will determine who advances, lesser team in standing will make the call.

ITS YOUR RESPONSIBILITY TO ASSURE IF YOUR TEAM ADVANCES!

RULE - 6 TIE BREAKING POINTS

If **MORE THAN TWO TEAMS** are tied at the end of the four regular games played the tournament director will use this system to break the tie:

1st - total points includes (2 – points win & 1 – point tie) if tied then

2nd - team with the most wins, if still tied then

3rd - total goals scored in 4-games PLAYED, if tied then

4th - least goals against, if tied the

5th - Goals For /divided by (total of goals for + goals against)
The higher percentage will be the winner- If still tied

EXAMPLE-

Team A has 15 goals for and 6 against

$$15/21 = 71.42\%$$

Team B has 12 goals for and 3 against

$$12/15 = 80\%$$

TEAM B WINS

Note: the percentage point will be taken to 2 decimal points only .. the third digit will not count in the calculations, if still tied then #6

6th - head to head , if still undetermined then use #7

7th - team with least penalty minutes in 4 games played

8th - Coin toss will determine who advances, lesser team in standing will make the call.

ITS YOUR RESPONSIBILITY TO ASSURE IF YOUR TEAM ADVANCES!

RULE 7 - Teams Flags / Banners / Noise Makers

7a - Each team has the option of providing an association flag or banner to be displayed, let the tournament director know ahead of time so arrangements can be made with the arena crew.

7b - Please do not damage the arena area with flags or banners used. Damages will be the responsibility of the teams to rectify with the arena manager. All damages will be back billed to the team. PLEASE make sure your dressing room is in good order and clean to avoid from your team being responsible for the mess and damages. All damages will be invoiced back to your team.

7c. Excessive noise makers will only be removed from game play if it cause opposition team distress from playing the game. The coaching staff of the teams must approach the tournament office and identify the noise maker to the tournament staff. The tournament staff has last say if noise makers will be allowed or person will be asked to stop or leave the game outside until game is completed. This will be left up to the tournament directors.

RULE 8 - PROTECTIVE EQUIPMENT

8a - In addition, the wearing of a BNQ approved throat protector is compulsory for players from the USA.

8b - The game Refs can make a call for improper equipment. If so the player will be asked to make the necessary changes before return back to play.

RULE 9 - FIRST AID

9a - There will be NO first aid attendant at any of the tournament games. It will be the responsibility of each team to supply first aid to the injured player. Bring your own ice packs. Familiarize yourself with the 911 procedure and the closest hospital in case of serious injury.

9b - Games can be stopped if serious injury occurs during the games. Other games may be in jeopardy in starting. If a game is cancelled or halted due to injury it will not be replayed . The team leading is awarded the win and the 2 points. No refunds granted or future games played. These games will fall under curfew rules. The following teams to play next will be awarded a 1-1 tie if the game is not played due to injury or emergency or ice conditions.

9c - All serious injuries must be reported and identified on the game sheet. It is the responsibility of the coaching staff to see that this is done. Bring your own medical forms to be submitted to your league to be filled out.

RULE 10 - GENERAL INFORMATION

10a - If a no show occurs the other team present will be awarded 2 - points, no re-schedule of games will be allowed. Teams awarded the two point are not subject to partial refund or additional game to be played. Teams may be charged for a no show the cost of the ice and the cost of the officials.

10b - It is recommended that Teams start the tournament with a minimum of 12 players but not necessary. Teams who fore fit two games because of not enough players will default the remaining games , scores will result in a 1-0 loss. Ice cannot be used as practice ice or game be played for the sake of playing a game that doesn't mean anything in points. Teams can start with 10 players and 1 goalies as permitted by OHF rules and your league rules as specified.

10c - Teams are required to bring their own locks for the dressing rooms. The Avalanche Minor Sports will not be responsible for lost items, bring a lock. NOT ALL ARENAS SUPPLY LOCKS.

10d - AVALANCHE MINOR SPORTS and its executives and helpers will not be held responsible for lost, damaged or stolen items if the rooms are left unattended or not locked. This also goes for equipment left in the arena while eating or watching a game. Please identify any dressing room problems or damages before the start of your game. The arena manager may invoice your team for those damages.

10e - Any NSF checks will be charged back to the teams with a fine of \$100. All fees and account balance must be paid before any game can be played by that team. Your organizational general manager will be notified of such incident and the league.

10f - AVALANCHE MINOR SPORTS tournament committee reserves the right to make decisions regarding the interpretation of the rules, and all decisions will be final, no appeals will be granted or protests.

10g - Parents will be asked to control their emotions while watching games or in the arena. Please refrain your parents from personal complaints regarding the tournament / ref's / competitiveness. Avalanche security will be floating around the arena to enforce this rule, you may be asked to leave the arena, and team maybe penalized. We all try to run a smooth tournament and will listen to opinions. Once parents get involved the integrity of the game is challenged. At the discretion of security a parent / player / or coaching staff may be asked to leave the arena for that day. If found guilty twice no further entry to the arena will be allowed. Police will be called to escort you out of the building.

RULE 11 - TEAM EJECTED FROM TOURNAMENT.

Teams can be disqualified from continuing to play in the tournament if found guilty of the following items below:

1. Using illegal players or suspended players
2. Fighting in the arena after a game and in the parking lot
4. Any arena damages found to be the cause from your team
5. Refusal to comply with tournament rules and final decisions (No appeals granted)
7. Refusal to continue playing game, unnecessary delay of game on ice or off ice
8. Taking your team off the ice during a game in play without valid reason.
9. Teams that have 2 – no shows during the tournament weekend
10. Anything else found to be detrimental to the tournament from running smoothly
11. Failure to enter the tournament with the required number of players to start the tournament game may result in ejection if team fails to do so for two consecutive games.
12. Parents found to be engaged in fighting during game play, in the arena , parking lot.
13. Using obscene or vulgar language. This includes players/ coaches / spectators.
14. Disputing a ref call after the game in the tournament office to the point of Using obscene or vulgar language directed to the tournament directors. (Decisions are final)

RULE 12

a - PRE-GAME for any game that is starting behind schedule (late) for any reason that game will start with 10:00 minutes on the clock. The buzzer will sound to signal the players to get ready to start the game.

b - Games may be total cancelled if time doesn't allow us to continue play. A cancelled game will result in a 1-1 tie. Due to the new rule changes games will run behind schedule to prevent delays games will either be cancelled or running time.

c - The Tournament directors reserve all the right to take appropriate measures necessary to ensure the completion of the tournament finishes on time. This includes regular played games and playoffs games inclusive.

ACT OF GOD situations

Any act of God situation during the tournament weekend may result in no further play or continuation of the tournament, such things as: bad weather, power loss in the arena, ice melting during or between games, injuries, etc. There is a NO REFUND policy on this ACT OF GOD and no games will be rescheduled. Tournament committee will decide who wins the decision NO appeals will be accepted.

Note: all games may be called if in the judgement of the tournament directors/ or officials feels is deemed not to continue play because it is not in the best interest of the tournament, participants, spectators, officials etc. All games may have a curfew or changed to running time, regardless of the score if needed. If games are cancelled due to acts any acts of God, prolonged player injury / coaching staff / officials / etc, or any other natural disaster, or machinery breakdown or condition of the ice. The club can not be held responsible and no refunds given. All Tournament Games can be shortened or deemed to be cancelled at the sole discretion of the tournament directors

CURFEW GAMES

Please note: The tournament needs to run on time for all games played. Should there be situation were games run behind a curfew will be applied (games may not run the regular length) but rather different times to assure the tournament runs on time. The Avalanche tournament and its Directors have no control over unforeseen problems, injuries, and or equipment breakdowns.

TOURNAMENT DIVISIONS

Minor Atom 'A'

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

Minor Atom 'AA'

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

Atom 'A'

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

Atom 'AA'

All 4 teams advance to the semi finals (1st vs 4th / 2nd vs 3rd)

Minor Pee wee 'A'

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

Pee wee 'A' (Division One)

Top 2 teams advance to the semi finals.
(1st vs 2nd, in Div Two / 2nd vs 1st, in Div Two) No crossover in round robin

Pee wee 'A' (Division Two)

Top 2 teams advance to the semi finals.
(1st vs 2nd, in Div One / 2nd vs 1st, in Div One) No crossover in round robin

Pee wee 'AA'

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

Minor Bantam 'A'

All 4 teams advance to the semi finals (1st vs 4th / 2nd vs 3rd)

Minor Bantam 'AA'

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

TOURNAMENT DIVISIONS

Bantam 'A'

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

Minor Midget 'A'

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

Minor Midget 'AA'

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

Midget 'A' (Division consists of Jr. and Sr. players)

Top 4 teams advance to semi finals (1st vs 4th / 2nd vs 3rd)

Avalanche March Meltdown Tournament Body Checking Category

The Greater Toronto Hockey League (GTHL) rules for allowing body-checking will be as follows

'A' Division

There will be **NO body checking** in these 'A' divisions as per tournament guidelines

Minor Atom 'A'

Atom 'A'

Minor Peewee 'A'

Peewee 'A'

Minor Bantam 'A'

Bantam 'A'

Body Checking **will be ALLOWED** in these 'A' divisions: as per GTHL tournament rules

Minor Midget 'A'

Midget 'A'

'AA' Division

There will be **NO body checking** in these divisions as per tournament guidelines

Minor Atom 'AA'

Atom 'AA'

Minor Peewee 'AA'

Peewee 'AA'

Body Checking **will be ALLOWED** in these divisions:

Minor Bantam 'AA'

Bantam 'AA'

Minor Midget 'AA'

Midget 'AA'

