



Iroquois Falls valu-mart Eskimos
Atom Rep Tournament
February 9, 10, 11 2018
www.goaltop.com/sites/1270



RULES & REGULATIONS

1. All CHA, OHF, NOHA rules shall apply.
2. Each team will be permitted a maximum of 19 players, including goaltenders. No change in team roster will be allowed after the first game.
3. All affiliated players must be declared prior to the first game played by presenting appropriate documentation.
4. All games will consist of a 3 minute warm-up followed by: **1st period x 12 mins, 2nd period x 12 mins, Ice Resurfacing, 3rd period x 12 mins.**
5. **Stop time periods.** Timekeepers will start the 3 min warm up as soon as the teams hit the ice. Teams shake hands before the game
6. **POINTS:** 2 for a win, 1 for a tie, 0 for a loss
****In the event that we are ahead of time, teams MUST be ready to play 20 minutes prior to the scheduled game time****
7. No overtime in the round robin games.
8. In **the event of a tie** at the end of preliminary play the following procedure will apply:
 - A) In the event that two teams are tied, the winner of the game between those two teams, if they played each other, will take the higher standing. If still tied then go to B. If three teams are tied, go to tie breaker "C".
 - B) If, still tied, then the team with the most wins takes the higher position.
 - C) If, still tied, then the team with the best goal average will take the higher position (N. O. H. A. FORMULA). In the event a tie exists between three or more teams, the goal average will determine the position of all tied teams.
 - D) If still tied, the team receiving the least number of penalty minutes in there three/four games played would take the higher position.
 - E) If still tied, the team with least goals scored against would take the higher position.
 - F) If still tied, the team with most goals scored for would take the higher position.
9. **Ties in Playoff games:** All overtime periods shall be 2 minutes stop-time sudden death play
 - a. FIRST overtime period: 4 skaters + goalie, stop time, if still tied;
 - b. SECOND overtime period: 3 skaters + goalie, stop time, if still tied;
 - c. THIRD overtime period: Shoot Out: each team will designate three shooters to take one shot each. If still tied after 3 shooters, each team will designate another shooter (sudden death) until a winner is declared. No player shall shoot twice unless the player roster has been exhausted.**NOTE:** all penalties will be carried into overtime. During overtime, teams can only change on the fly
10. All disputes, protests and misunderstandings will be reviewed by the tournament committee and their decision will be FINAL.
11. Any player who receives a MAJOR penalty shall be ejected from the game. Any player who receives MATCH penalty shall be ejected from the game and suspended from the remainder of the tournament.
12. **MERCY RULE:** If at the start of the 3rd period, or any time during the 3rd period, a 5 point spread occurs, straight time will commence. Should the deficit become less than 5 points, stop time will resume.
13. **TIMEOUTS:** No Timeouts during round robin play. One Timeout per team per game will be allowed in Play-offs
14. The tournament committee reserves the right to suspend or have removed from the arena facilities any player, team official or spectator whose conduct is deemed to be detrimental to the tournament.
15. Tournament rules may be subject to change and teams will be notified prior to their first game.