

HOLIDAY CLASSIC - 2018

RULES & REGULATIONS

1. Hockey Canada/O.H.F. rules apply with the following exceptions noted.
2. Teams must register at least **one hour** prior their first game.
3. A) All teams must dress a minimum of 12 skaters, including 2 goalies (unless injury).
B) The maximum number of players to be dressed for each game is **19 (20 for USA hockey)**, **this includes two goalies**. Affiliated players will be accepted providing they are registered on the initial team list prior to the first game. **No player may play for two teams during this tournament. If however an affiliated player's team has been eliminated from the tournament, that player becomes eligible to play with the higher category team.**
C) Any team found with ineligible players participating in a game will be disqualified from the tournament. (*Note: Games won by a disqualified team will be considered a win for the opposing team at a score of 1 - 0*).
D) All teams must carry their Official Team Roster Document that identifies players & coaches eligibility. (copies accepted).
No team can participate without their Branch Travel Permission.
4. FIGHTING / MAJOR PENALTIES / MATCH PENALTIES
Reference OHF minimum suspension list (copy given to all coaches at registration).
5. TEAM COLOURS
It is preferable that each team carries two contrasting sets of sweaters with them. It is the responsibility of the Home Team to change color of sweaters if they are similar to their opponents. **Home team wears WHITE or LIGHT** colored sweaters. Home and Away is indicated on the schedule.
6. TIES - METHOD OF DECLARING DIVISION STANDINGS, RANKINGS, & WILD CARDS
 - A) If two teams are tied in points, whichever team won the game played against the team which it is tied with, places higher, i.e. **"head to head"**.
 - B) Whichever team earned more **wins** based on Preliminary Play. However in Round-Robin play if more than two teams are tied, whichever team earned more **points** (wins & ties included), based on games **between the teams tied.**
 - C) If still tied, add the goals for and against together and divide into the goals for, the team with the highest percentage placing higher.*** **When applying this formula the maximum goal differential in any game shall be no greater than 10.**
 - D) If still tied... least goals against
If still tied... most goals for
If still tied... fewest penalty minutes (**Majors & Misconducts included**)
If still tied... coin toss

Once the higher placed team is established and there is still two or more teams tied, then steps 6.A thru 6.D are repeated until all ties are settled.

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7 OVERTIME PROCEDURE

A) FOR ALL ROUND OF 16, QUARTER AND SEMI FINALS GAMES

If tied at the end of regulation time teams will not change ends, but commence to play a five (5) minute stop time sudden-victory overtime period with three skaters on the ice per team until one team scores.

***** A penalty incurred during the "3 on 3" will result in the non-offending adding an additional player to the ice until the expiration of the penalty and the first stoppage of play.**

B) FOR CHAMPIONSHIP GAMES

If tied at the end of regulation time **TEAMS WILL CHANGE ENDS** and commence to play a ten (10) minute stop time, sudden-victory overtime period. If still tied, teams will retire to their respective dressing rooms while the ice is re-surfaced. Upon returning to the ice, teams will commence playing ten (10) minute stop time sudden-victory. Teams will change ends after every ten (10) minutes until one team scores. In the event of a prolonged overtime game, the re-surfacing of the ice will be left up to the discretion of the referees and tournament Chairperson; in consultation with both teams to ensure the players' safety is of the utmost priority

8 PROTESTS

There shall be NO PROTESTS. The decisions of the Tournament Committee shall be final. ***The Tournament Committee reserves the right to rule on items not previously covered, and Hockey Canada will not permit a referee's penalty call to be changed unless said referee agrees to the change in writing.***

9 TIME-OUTS

One 30-second time-out will be allowed per game.

GENERAL INFORMATION

Insurance: The Holiday Classic Tournament or its Tournament Committee will not be held responsible for injuries caused by a player or spectator. Please ensure that all players are covered by insurance before participating in the Tournament.

Dressing Rooms: Only registered players will be allowed in the dressing rooms. Any player(s) suspended during the tournament must not enter the dressing room prior to the game(s) from which they are suspended. Failure to adhere to this rule will result in a further suspension. Dressing Rooms must be vacated 20 minutes after game. ***Teams are responsible for ensuring their dressing rooms are locked and secure at all times. It is the team's responsibility to provide their own locks.***