

# **BURNABY MINOR HOCKEY ASSOCIATION**

**47<sup>th</sup> ANNUAL BANTAM TOURNAMENT**  
**December 27 – 31, 2009 . Burnaby, British Columbia, Canada**

## **RULES AND REGULATIONS**

### **RULE 1 - GENERAL**

(A) Rules and regulations of the Tournament are as presented by Hockey Canada (HC), the British Columbia Amateur Hockey Association (BC Hockey), the Pacific Coast Amateur Hockey Association (PCAHA) and as set out by the Tournament Committee.

(B) The Tournament Director, or designate, shall have sole and final interpretation of any rule or regulation governing any aspect of the Tournament.

### **RULE 2 - TOURNAMENT APPLICATION**

(A) In order to be considered for entry into the Tournament, applications must be completed, in full, and accompanied by the entry fee of one thousand three hundred and fifty dollars (**\$1350.00**) in Canadian funds, made payable to the **BURNABY BANTAM TOURNAMENT**.

(B) All complete applications are to be received by the Tournament Director or designate, on or before **NOVEMBER 13, 2009**. Following this application deadline, the Tournament Committee will review all applications received and select participants. Successful applicants will be notified by November 23, 2009. Until officially notified, and only following the application deadline date, no team shall consider themselves selected to participate in the Tournament.

(C) Cheques from all teams being submitted as the Tournament entry fee may be cashed. This action in no way implies acceptance into the Tournament. The full entry fee will be refunded if an application is not accepted following the final selection. An NSF cheque will invalidate a team's application.

(D) If a team voluntarily withdraws their application prior to the Tournament application deadline date, a withdrawal fee of one hundred dollars (\$100.00) may be charged prior to a refund being issued. Written or email notification of this withdrawal, sent by the person who made the original application, must be received by the Tournament Director, or designate, prior to the application deadline date.

(E) If a team voluntarily withdraws their application following the Tournament application deadline date, immediate telephone and email notification of this withdrawal, sent by the person who made the original application, must be made to the Tournament Director, or designate. This must then be followed, within fourteen days, by written notification, on Association letterhead and signed by the Association President, giving reasons for the withdrawal. A determination will then be made as to the amount of refund, if any, that shall be provided.

**RULE 3 - FORMAT - ROUND-ROBIN AND PLAYOFFS**

- (A) Sixteen teams will be selected from all applications received.
- (B) Each team will be guaranteed a minimum of three round-robin and one play-off game.
- (C) The sixteen teams will be divided into four divisions consisting of four teams in each division. All teams in each division will play each other once.
- (D) Following the round-robin, the first place teams in the divisions will play a fourth place team in another division, and the second place teams in the divisions will play a third place team in another division. These match-ups will be determined prior to the start of the Tournament.
- (E) As a result of the preliminary round play-offs, the losing teams will be eliminated from further competition in the Tournament.
- (F) The eight teams remaining will play in the quarterfinal play-offs, with the four winners then advancing to the semi-final playoffs.
- (G) The two winners of the semi-final playoff games will advance to the Tournament Championship game in order to determine the Gold and Silver Medal Champions.
- (H) The two losing teams of the semi-final play-off games will advance to the Bronze Medal Game in order to determine the Bronze Medal Champion.

**RULE 4 - PLAYER ELIGIBILITY**

- (A) A maximum of nineteen (19) players per team will be allowed in any game, which includes two (2) goalkeepers, who shall be eligible to play as goalkeepers only. All players shall be duly registered to that team in accordance with HC regulations or with applicable player registration regulations in the team's own jurisdiction.
- (B) All team roster and player registration forms must be supported by approved HC Player Registration Rosters or equivalent approved registration lists from the team's own jurisdiction.
- (C) Applicable HC approved Player Registration Rosters, or equivalent approved player registration lists from the team's own jurisdiction, must be available to the Tournament Director or designate for examination prior to the team taking part in any Tournament game (generally, photocopies will suffice). Unless other specific arrangements have been made, all player registration documentation must be available before the team's first game on December 27. This requirement may be waived by the Tournament Committee.
- (D) The Tournament Committee shall have the option of requesting the presentation of other identification for any participants at any time prior to or during the Tournament. This other identification may include, but is not limited to, birth certificates or passports. If deemed necessary, original documents must be available.

(E) In the event that any amendments (additions or deletions) are necessary to a team's roster once they have been notified of their acceptance into the Tournament, updated information must be forwarded to the Tournament Director as soon as possible. Any added players must be properly registered with their team and all registration documentation must be available for examination by the Tournament Director or designate prior to that player participating in any Tournament game.

(F) No player will be allowed to play for more than one team.

(G) Duly registered Affiliate Players may be used in accordance with the rules and regulations from the team's own jurisdiction. All appropriate player registration and identification documentation must be available for examination, if requested, by the Tournament Director or designate prior to or following that player's participation in any Tournament game.

### **RULE 5 - DURATION OF GAMES**

(A) All round-robin and quarter final games will be timed as follows: Five minute warm-up; First period - twenty minutes stop time; Second period - twenty minutes stop time; ice clean; Third period - twenty minutes stop time.

(B) All semi-final and final games will be timed as follows: Five minute warm-up; First period - twenty minutes stop time; ice clean; Second period - twenty minutes stop time; ice clean; Third period - twenty minutes stop time.

(C) There will be no overtime played in any round-robin games.

(D) For all play-off games, should a game end in a tie after regulation time, teams will change ends once and play two - five minute stop time sudden victory periods. Should the game still be tied, a shoot-out will be held. Teams will not change ends and no warm-up shall be permitted prior to the shoot-out.

(E) If necessary, as determined solely by the Tournament Director or designate, the timing and duration of games or the scheduling of ice cleans, as set out above, may be altered for any unforeseen situations. No protests will be allowed in this regard.

(F) Each team will be allowed one thirty-second timeout, during any Tournament game, in accordance with HC rules and regulations.

### **RULE 6 - SHOOT-OUT**

(A) Prior to the start of the overtime periods, each coach is to select five players from his active game roster and provide these names, in order numbered one to five, to the game referee.

(B) Starting with the designated Home team, the selected players will alternate in taking a shot on the opposing goal. The team who has scored the most goals in the shoot-out will be recorded as having won the game by a one goal margin. The player who scored the deciding goal in the shoot-out will be credited with the goal for statistical purposes.

(C) If the game has not been decided after each team has utilized their designated five players, the shoot-out will continue with other players from the team until the tie is broken. The originally selected players, and any other player, will not be allowed a subsequent attempt until the full roster, excluding goaltenders, has been expended. This procedure will repeat until a winner is declared.

### **RULE 7 - MERCY RULE**

(A) The "mercy rule" will be in effect for round-robin, preliminary round and quarter final play-off games.

(B) The "mercy rule" will not be in effect for semi-final and final play-off games.

(C) Should a team reach a point in any game where the goal differential between themselves and their opponent is six or more goals, running time will come into effect.

(D) At any point in the game should this goal differential be reduced to five or less, stop time will commence upon the scoring of that determining goal.

(E) For tie breaking purposes, no team will be credited for more than a six goal differential spread for any Tournament game in which the mercy rule has been utilized, no matter what the final score of that game. **NOTE:** As a result, there is absolutely no advantage to "running-up" the score.

(F) Penalties that are assessed at any point during running time shall be three minutes for a minor penalty and seven minutes for a major penalty. If stop time is commenced while a penalty is in affect, the full time remaining in the penalty will also revert to stop time.

(G) The "mercy rule" format, as set out above, may not be altered for any reason other than an emergency or unforeseen situation as determined solely by the Tournament Director.

### **RULE 8 - DETERMINATION OF STANDINGS AND TIE BREAKING**

(A) Following completion of the round-robin games in each division, standings for the purposes of determining play-off match-ups will be determined as follows: Most points obtained in the round-robin games (two points for a win, one point for a tie, zero points for a loss).

(B) All teams will advance to preliminary round play-offs.

(C) In the event teams are tied for determining preliminary play-off positions following the completion of the round-robin series, the following tie-breaking criteria shall apply:

[1] If two teams are tied, the higher standing will be awarded to the team which meets the following:

{a} The winner of the round-robin game between the teams.

{b} If that game was tied, then the team with the greatest positive goal differential <total goals for minus total goals against> in all round-robin games.

{c} If tied, the team with the least total penalty minutes in the game between the two teams.

{d} If tied, the team with the least total penalty minutes in all round-robin games.

{e} If still tied, a coin toss will determine placement.

[2] If three teams are tied, the higher standing will be awarded to the team that meets the following:

Note: Once one team is eliminated using the following criteria, the two remaining teams will still follow under this category.

- {a} Greatest total points gained in games amongst the tied teams only.
- {b} Team with the greatest positive goal differential amongst the three tied teams.
- {c} Team with the greatest positive goal differential in all round-robin games.
- {d} Team with the least total penalty minutes amongst the three originally tied teams.
- {e} Team with the least total penalty minutes in all round-robin games.
- {f} A coin toss will determine placement.

[3] If all four teams are tied, the higher standing will be awarded to the team that meets the following:

- {a} Team with the greatest positive goal differential in all round-robin games.
- {b} Team with the least total penalty minutes in all round-robin games.
- {c} A coin toss will determine placement.

**Note:** Goal differential as specified in the above regulations can not exceed six goals. Refer to Rule 7 above (Mercy Rule).

**Note:** Once teams are eliminated using the above criteria, involving either three or four tied teams, the remaining teams will still follow under the same category in determining placement.

### **RULE 9 - BRONZE MEDAL CHAMPIONS**

(A) The two losing teams of the semi-final play-off games will advance to the Bronze Medal Championship game in order to determine the Bronze Medal Champion of the Tournament.

### **RULE 10 - GAME STAR, MOST OUTSTANDING AND ALL STAR SELECTIONS**

(A) One player on each team will be presented with a Game Star Award following each Tournament game.

(B) Players will be eligible to win Game Star Awards more than once throughout the Tournament.

(C) There will be one goaltender, one defenceman and one forward selected from the Tournament as the Most Outstanding in their position.

(D) There will be a first and second All Star Team selected from the sixteen teams in the Tournament. The teams will consist of six players plus one coach and manager each.

(E) Game Stars, Most Outstanding Players and All Stars shall be selected by the Tournament Committee or their duly appointed representatives and shall be selected based on all Tournament games.

(F) All efforts will be made by the Tournament Committee to notify the player or a team representative regarding their player's selection to a Tournament award prior to its announcement during the Tournament closing ceremonies.

### **RULE 11 - PLAYING RULES**

(A) The playing rules of the Tournament will be such rules as established and interpreted by Hockey Canada, the BC Hockey, the Pacific Coast Amateur Hockey Association and by the Tournament Committee.

(B) All suspension rules as specified by the above governing bodies will apply.

(C) In addition to established rules, any player who is assessed a penalty for Fighting will also be suspended as follows:

[1] First fight of the Tournament - suspended for one full Tournament game.

[2] Second fight of the Tournament - suspended for two full Tournament games.

[3] Third fight of the Tournament - suspended for the remainder of the Tournament.

(D) Any player or team official receiving a Match or Gross Misconduct penalty at any point in the Tournament will not be allowed further participation, regardless of the offence.

(E) The starting line-up rule is waived for all Tournament games.

(F) Teams or players shall not be permitted on to the ice prior to the officially designated game start time and only after at least one game official has entered on to the ice. A bench minor penalty may be assessed by the game referee for violation of this rule. Teams involved in repeat violations of this rule may be subject to additional sanctions as determined by the Tournament Committee.

(G) Unless a specific prior arrangement is made with the Tournament Director, the designated Home team shall wear light coloured sweaters and the designated Visiting team shall wear dark coloured sweaters. In the case of a conflict of sweater colours, the designated Home team will be responsible to change sweaters. The game Referee will have final authority to interpret whether there is a sweater colour conflict.

(H) The Tournament Committee will have final interpretation of all playing rules of the Tournament.

### **RULE 12 - PROTESTS**

(A) No protests will be entertained regarding a referee's on-ice decision.

(B) Protests must be filed, in writing, by a recognized team official and submitted to a Rink Manager or to the Tournament Office (Bill Copeland Sports Centre) within one hour after the conclusion of the particular game.

(C) Any and all protests will be adjudged solely by the Tournament Committee and their decision shall be final.

**RULE 13 - MISCELLANEOUS**

- (A) A recognized team official will be responsible for completing the roster portion of the Game Sheet at least thirty minutes prior to the scheduled start of the game. Game Sheets will be available in the Tournament Office (Bill Copeland Sports Centre).
- (B) After the conclusion of each game, copies of Game Sheets will be available to each team at a minimum fifteen minutes after that game is completed. These will be available in the Tournament Office (Bill Copeland Sports Centre).
- (C) Following the conclusion of each team's Round Robin portion of the Tournament, it will be the responsibility of a recognized team official to ensure their team's standings and upcoming game schedule.
- (D) The Tournament Director shall have sole authority to interpret any situation arising from any aspect of the Tournament that is or is not specifically referred to under the preceding rules and regulations.