

George Fletcher Memorial Tournament Rules

1. The Tournament Committee will entertain NO PROTESTS or APPEALS. In the event of any conflict or discrepancy between GrayJay's automated calculations/standings and the official records maintained by the Tournament Committee, the Committee's decision will be considered final and supersedes all other results
2. Each coach and/or manager shall be held responsible for the conduct of his/her team while in the arena, dressing rooms and on the ice.
3. For all tournament games, the coach/manager shall have his/her team in the arena a minimum of 45 minutes prior to the scheduled game time. If the tournament is running ahead of schedule, the starting time of any game may be advanced at the discretion of the Tournament Committee.
4. Each team is required to vacate the dressing room a maximum of 20 minutes after their game has ended.
5. All teams must dress a minimum of 10 players, including the goaltender(s) for each tournament game, unless permission to do otherwise has been granted by the tournament committee.
6. Failure to ice a team for any scheduled game will result in a forfeit by the score of 5-0.
7. Proof of age for any player participating in the tournament must be available upon request for review and verification by the tournament committee.
8. During the round robin portion of the tournament, each team will receive 2 points for a win, 1 point for a tie, and zero points for a loss.
9. There will be a 3-minute warm up for each tournament game at the U11 and U13 levels, and a 5-minute warm up for each tournament game at the U15 and U18 levels.
10. All games will consist of 3 fifteen-minute stop time periods with a flood taking place every second period.
11. Teams will be allowed one 30 second time-out during the Semi-Final and Championship games. There are no time-outs during round robin play
12. If a six-goal differential is reached at any time during a game, including Semi-Final and Championship games, the clock will run 'straight time' for the remainder of the game. If the goal differential is reduced, the game will not return to stop time.

13. The Nova Scotia Minor Hockey Council "Code of Discipline" will be enforced at the tournament. All suspensions will be reported to HNS. Coaches are responsible to verify length and severity of all suspensions with their Regional Director. Coaches are responsible to ensure that any suspended player or team official does not participate in the tournament during the period of his/her suspension. If a player or team official does participate in any tournament game while under suspension, their team will forfeit the game by a score of 5-0 and the violating team will be suspended from the tournament.

14. Semi-final or Championship game tie breaking format I. 5 minute stop time, 4 vs. 4, sudden death. II. 5 minute stop time, 3 vs. 3, sudden death, until a winner is declared. If there is a penalty during the 4 vs 4, the game will continue 4 vs 3. If there is a penalty during the 3 vs 3, the non-offending team will place an additional player on the ice to establish the man advantage. After the penalty time has expired, the player from the penalty box will join the play. At the time of the next stoppage of play, the number of players on the ice will revert to 3 vs 3.

Two Teams Tied

I. If two teams are tied in points, the winner of the game between them is awarded the higher standing.

II. If two teams are tied in points and the game between the two ended in a tie, or the two teams have not played each other during the round robin portion of the tournament, the higher standing will be determined based on ratio of goals (goals for divided by goals for & goals against) calculated to three decimal places. The higher standing will be awarded to the team with the higher ratio.

III. If the two teams are still tied, the higher standing will be awarded to the team scoring the most goals in the round robin portion of the tournament.

IV. If the two teams are still tied, the higher standing will be awarded to the team with the fewest goals against in the round robin portion of the tournament.

V. If the two teams are still tied, the higher standing will be awarded to the team with the earliest time of their first goal of their first game.

VI. If the two teams are still tied, the higher standing will be determined by a coin toss.

Three or more teams tied

- I. If three or more teams are tied in points, the higher standing will be determined based on the ratio of goals (goals for divided by goals for & goals against) calculated to the three decimal places. The team with the higher ratio will be awarded the higher standing. The second highest team gets second place. Etc.
- II. If the teams are still tied, the higher standing will be awarded to the teams scoring the most goals in the round robin portion of the tournament.
- III. If the teams are still tied, the higher standing will be awarded to the team with the fewest goals against in the round robin portion of the tournament.
- IV. If the teams are still tied, the higher standing will be awarded to the team with the earliest time of their first goal of their first game.
- V. If the teams are still tied, the higher standings will be determined by drawing a number from a hat.
- VII. If at any time when breaking a tie with three or more teams two teams remain tied, the above tie breaking rules for two teams will be followed.

Determining home teams for Semi-final and Championship games

- I. The team who has accumulated the most points during the round robin.
- II. Head to head, if the teams have played each other.
- III. The team with the best goals for/goals for & against ratio for all games played including semi-final games.
- IV. The team with the most goals for in all games played including semi-final games.
- V. The team with the fewest goals against in all games played including semi-final games.
- VI. Coin toss