

**2012 GSHL
BANTAM AA INVITATIONAL
TOURNAMENT RULES**

- 1. The Tournament is sanctioned by the SHA, and both SHA & CHA playing rules will apply unless otherwise stipulated by the Tournament Committee.**
- 2. All games will be three 20-minute stop-time periods with a flood or scrape between periods. The tournament committee reserves the right to alter the between period flood/scrape provision if time constraints become absolutely unavoidable**
- 3. All teams must be at the arena at least 45 minutes before game time. All games must start on time. (Pre-Game Warm up time will be 5 minutes)**
- 4. All teams must have their official league approved rosters in possession and ready for inspection by the tournament committee upon request.**
- 5. Late in the third period coaches will choose the player of the game for their team. Tournament staff will collect this information. At the conclusion of the game after the handshakes both teams will line up on their respective blue line for Player of the Game presentation.**
- 6. Teams will leave their dressing rooms in a clean condition.**
- 7. Division standings will be Final. Tie Breaking Procedures are outlined below.**
- 8. Overtime will be played in the playoffs only. If teams are tied at the end of regulation time, the following overtime provisions will apply:**
 - a. If the referee feels it is necessary, he may order the ice to be cleaned at the end of the three regulation periods.**
 - b. The teams will NOT change ends.**

- c. The puck shall be faced off at center ice and play shall continue with a five-minute stop time, 4 on 4 sudden victory overtime period.
 - d. If the score is still tied after the sudden victory overtime period, each team will play 3 on 3 for a 5 minute stop time period.
 - e. If still tied, each team will select 5 shooters for a shootout. All five players will shoot and the team with the most goals after the shootout will be victorious. If a tie remains, one different (unused) shooter will be selected by each team for a sudden victory shoot out until the game is won.
 - f. All penalties not completed by the end of the overtime period will make the player(s) ineligible for the shootout.
9. If at any time during the third period there is a goal spread of five goals or more, the game clock shall be run as straight time. If the goal spread becomes less than five goals the clock will revert back to stop time. During straight time, minor penalties will be 3 minutes straight time and majors 7 minutes straight time.
10. Each team shall be permitted to take one time-out of thirty seconds during the course of regular playing time or overtime. This timeout must be taken during a normal stoppage of play.
11. Match and Major Penalty guidelines as per SHA regulations will apply other than those instances of Major/Gross Misconducts noted below.
12. There are no protests and the Referees decision pertaining to on ice matters is final
13. Any Major for fighting will result in an automatic EXPULSION from the tournament for the offending player.
14. At the discretion of the Tournament Committee, any Gross Misconduct can result in the suspension of the offender for the remainder of the tournament.

15. Where a Coach, Manager or Trainer is assessed a Game Misconduct, he shall receive, in addition to the game in which he receives the Game Misconduct, an additional suspension, which shall be a **MINIMUM** of the next tournament game.
16. All Coaches or team officials suspended may be allowed in the public spectator area, providing the person in question has affirmed that appropriate decorum and sportsmanship will be exercised.

If it is determined by a member of the Tournament Committee that the suspended coach was in his team's dressing room at any point before or during the game in which he was serving his suspension, his team will automatically forfeit the game being played by a 5-0 score. **Not Negotiable!!**

GSHL Bantam AA Tournament Tie Breaking Procedures

Two Teams Tied

If two or more teams are tied at the conclusion of the Division games, then the following procedure will be used to determine the Final Division Standings.

In the event that teams are tied, the following procedure will apply:

1. If two teams are tied, the determining factors are as follows:

1.1 The winner of the Division game between the two tied teams gains the higher position.

1.2 The team with the most wins in the Division play gains the higher position.

1.3 If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

NOTE: A maximum of seven (7) goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.

Total number of goals for divided by the total number of goals for and against.

NOTE: All Division games are included.

Example: For = 10 goals / against = 4 goals

Percentage: $10 \div 4 = .714$

$10 \div 4 = .714$

NOTE: The higher percentage gains the higher position

1.4 If the two teams are still tied after 1.1, 1.2, and 1.3 have been applied, the team with the least number of minutes in penalties throughout Division play gains the higher position.

1.5 If the two teams are still tied after 1.1, 1.2, 1.3, and 1.4 have been applied, the team, which scored the first goal in the game between the tied teams, gains the higher position.

1.6 If the two teams are still tied after 1.1, 1.2, 1.3 1.4, and 1.5 have been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker

2. If three teams or more are tied, the point record established in the games among the tied teams only (Tied teams must have played a game against each other) will be used as the first tie breaking formula in deciding which team(s) shall advance.

2.1 The team with the most wins would gain the highest position.

2.2 If teams are still tied after 2.1 have been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

**NOTE: All Divisional games are included
Example: For = 10 goals / against = 4 goals**

Percentage: $10 \div 14 = .714$

NOTE: The highest percentage gains the highest position(s).

The exercise of 2.2 establishes the team or teams with the highest

position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. THEY DO NOT GO BACK TO THE 'TWO TEAM TIE BREAKER'

Example;

A. Team A - .800 = 1 seed

Team B - .600 = 3 seed

Team C - .650 = 2 seed

B. Team A - .800 = 1 seed

Team B - .500 = Still tied with team C – go to next step 2.3.

Team C - .500 = Still tied with team B – go to next step 2.3.

C. Team A – .650 = Still tied with team B – go to next step 2.3.

Team B - .650 = Still tied with team A – go to next step 2.3.

Team C - .500 = 3 seed

2.3 If teams are still tied after 2.1 and 2.2. The team with the fewest goals against (all round robin games played) will gain the highest position.

2.4 If teams are still tied after 2.1, 2.2 and 2.3. The team with the most goals for (all round robin games played) will gain the highest position.

2.5 If teams are still tied after 2.1, 2.2, 2.3 and 2.4 have been applied; the team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.

2.6 If teams are still tied after 2.1, 2.2, 2.3, 2.4 and 2.5 have been applied, a coin toss shall determine the winner. In a 3-team coin toss, the odd team gains the highest position.

The Tournament Committee decision will be final.