



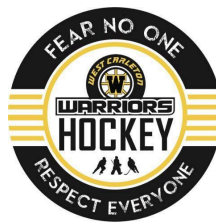
# West Carleton Warriors Weekend House A Tournament

## November 29- Dec 1, 2024

### Rules and Regulations

#### Playing Rules:

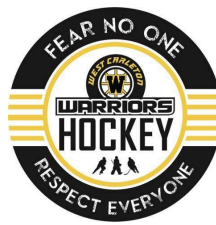
1. Playing rules will be those recognized by HEO Minor (Hockey Eastern Ontario), except as noted.
2. **Body Checking:** Body Checking is NOT permitted in any level.
3. **Game Length:** Games will consist of 2x10 minute periods and 1x12 minute period for all levels.
4. **Curfew clock:** A curfew clock will apply to regulation time only in round robin play at the discretion of the tournament coordinator. The tournament coordinator reserves the right to impose a curfew clock on Playoff games as well, in the case of an extended injury or other prolonged delay.
  - A. If, at the beginning of the third period or at any time during the third period, a team is ahead by five or more goals, straight running time shall commence on the game clock. If the goal differential is seven goals at any time during the first or second period, running time shall also commence. If at any point the margin is reduced to two goals or less, stop-time play shall resume. This rule is in effect for all games including round robin, playoffs, and championship games.
5. **Time Outs:** Time outs are not permitted in any game, at any level.
6. **Overtime:** Overtime will only be played in the Gold and Bronze Finals if regulation time produces a tie. Overtime shall consist of:
  - a. One sudden death 5-minute stop time period with teams playing 4 skaters and a goaltender.
  - b. If still tied, a shoot out with 3 players from each team. The coach of each team will provide the game officials with the list of these three players immediately following the final overtime period. If a player was penalized during overtime and there is still time remaining in their penalty at the end of overtime, they are not eligible to participate in the shootout. The team that scores the most goals with their three shooters will be declared the winner. The HOME team will shoot first.
  - c. If still tied, a shootout with one player from each team. Each shooter must not have participated in any prior round of the shootout. HOME team shoots first.
  - d. Repeat point 5c until no eligible skater remains that has yet to participate. At this point the shootout will continue in the reverse order, starting with the player who has most recently shot. Teams will continuously work up and down their list of shooters until a winner has been declared.
7. **Round Robin Standings:** Standings will be based on points:
  - a. two (2) points for a win, one (1) point for a tie and no points for a loss.
8. **Tie Breaker, Round Robin:** If tied in points, standings (seedings) will be determined based on the following order:
  - a. The head to head result involving the teams tied.



- b. The team with the most wins in round robin play.
  - c. The highest ratio of goals for divided by goals for plus goals against (GF/GF+GA)
  - d. The team with the lowest number of penalty minutes accumulated in round robin play.
  - e. The team with the lowest number of goals against.
  - f. The team with the most goals for.
  - g. Coin toss by the Tournament Coordinator or a designated representative.
9. **Home Team determination for Gold and Bronze Final Games:** For Final games the home team will be the team with the highest seeding after the round robin portion of the tournament.
  10. **Player of the Game:** A player of the game award will be presented at the conclusion of each game. Coaches will pick the player of the game for their own team and advise the referee. A player cannot win player of the game more than once during the tournament.
  11. **Handshake:** All teams will shake hands at the conclusion of each game.
  12. **Game Misconduct Penalties:** Any player or team official receiving a game misconduct penalty will be penalized at a MINIMUM according to the HEO Minor code of discipline.

#### **General and Admission Rules:**

- 1. ZERO Tolerance:** Taunting or berating of any players, officials, staff or tournament volunteers will NOT be tolerated under any circumstances. WCMHA reserves the right to eject any person whom it deems to be acting in an inappropriate manner.
- 2. Referee's Decisions:** All referee's decisions are final and may not be appealed.
- 3. Protests:** All protests must be accompanied by a \$200.00 deposit that will only be returned if your protest is successful. A protest will only be heard if it is brought to the attention of the Tournament Coordinator or their delegate with fifteen (15) minutes of completion of the game in question. A hearing and ruling will be completed prior to the team's next scheduled game. All decisions made by the Tournament Committee are final and MUST be respected.
- 4.** In the event of a suspended game by way of forfeit, the score shall be recorded as zero for the loser and three (3-0) for the winner.
- 5.** Teams must bring with them their official branch issued team roster, along with proof of age and identity for all players.
- 6. Game Times:** Scheduled game times are approximate. **Teams must be prepared to start their games no less than 15 minutes before their scheduled start time. Teams not prepared to start at least 15 minutes ahead of their scheduled time, may receive a delay of game penalty or forfeit their game at the discretion of the Tournament Committee.**
- 7. Check in:** One (1) team representative must check in at the registration desk, no less than one hour before the team's first scheduled game. The team representative will also be required to check in at the registration desk prior to each game to provide game sheet stickers.
- 8.** Team officials are responsible for the conduct and supervision of all their team participants at all times. No shooting, stick handling, or passing of any objects is permitted anywhere other than ice surface.
- 9.** Teams may be ejected from tournament play if they are found to be responsible for damage to tournament facilities or unacceptable dressing room conditions.



- 10.** No alcoholic beverages, smoking or vaping is permitted in the facility. No “tailgating” is permitted on the property.
- 11. Team warm ups:** no team warm ups are permitted inside the facility. Team warm ups can take place outside in the areas surrounding the arena. Team staff are expected to supervise their players during warm up.
- 12. The Tournament Coordinator reserves the right to change or alter these rules at any time without prior notice in order to act in the best interests of the tournament.**