

# LMHA "LIGHT THE LAMP" TOURNAMENT

## Official Tournament Rules & Regulations 2019

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### 1. PLAYER, TEAM OFFICIAL & PARENT CODE OF CONDUCT AND DRESSING ROOM ETIQUETTE

- Team Officials will be held responsible for their conduct as well as the conduct of their players and parents both on and off the ice, which includes the arena facilities and parking lot areas.
- Players are to be supervised in the dressing rooms at ALL times.
- Smoking, vaping and chewing tobacco are NOT permitted in the facility.
- Alcohol is permitted only in the designated restaurant area of "Wings". No private liquor is permitted in the facility. No alcohol is permitted at ice level.
- Team Officials will ensure their assigned dressing room is left clean after each game. Please leave the room as clean as or cleaner than you found it. If you find that the condition of the dressing room is unsatisfactory upon arrival, please notify a tournament volunteer immediately. All garbage is to be placed in the garbage cans. Teams are responsible for the security of their assigned dressing rooms and are encouraged to bring locks for the door. Please vacate the dressing room as soon as possible following your ice time.

### 2. GOVERNING RULES

The Tournament shall be governed in accordance with the rules of Hockey Canada, the British Columbia Amateur Hockey Association ("BC Hockey"), Pacific Coast Amateur Hockey Association ("PCAHA") and the Langley Minor Hockey Association ("LMHA") rules herein established for this Tournament.

### 3. TOURNAMENT RULES, PROCEDURES & REGULATIONS

- Upon commencement of the tournament, no players other than those submitted on the official roster may play for that team in the tournament.
- If a team registers the maximum nineteen (19) players, then two (2) of these players must be goaltenders. The tournament Director must approve any modifications to this rule. Teams carrying one (1) goalie must be able to replace an injured goalie within fifteen (15) minutes or forfeit the game.
- Changes or additions to the submitted roster will not be allowed without prior approval of the Tournament Director. Changes to a submitted roster must be made no later than one (1) hour before the start of the teams' first game, including the addition of any approved affiliates.
- Any team that is not ready to play at the designated start time of any tournament game will be deemed to have "defaulted" the game. In the event of a default, the non-defaulting team shall receive a 5-0 victory and the two (2) points will be awarded as for the win.

### 4. PROTESTS

No protests will be accepted. All referee decisions are final.

### 5. PRE-GAME PROCEDURES

- HiSports! will be used for scorekeeping for all tournament games. A team official is required to verify the game & roster at least **forty-five (45) minutes** prior to the start of each game.

- Dressing Rooms will be assigned and posted. Please ensure your team uses the assigned dressing room.
- The home team will wear the lighter colored “home” jersey. The home team will be responsible to change jerseys should there be a color conflict, or in the case where the visiting team does not have a dark colored “away” jersey.

## 6. SERIOUS PENALTIES

Hockey Canada Minimum Suspension Guidelines are in effect for the entire tournament.

Any player or team official who is assessed a gross misconduct, a match penalty, two game misconduct penalties or a fighting major will be denied further participation in the tournament. Note: This rule does not include the automatic game misconduct that accompanies a minor penalty for checking from behind.

## 7. ROUND ROBIN POINTS

Points will be awarded in round-robin play as follows:

- Win = 2 points
- Tie = 1 point
- Loss = 0 points
- Sportsmanship Point = 1 point for teams that have twelve (12) minutes or less in penalties in the game.

## 8. GAME TIMES

All games are ninety (90) minutes in duration and will be played as follows:

- Five (5) minute warm-up.
- First period will be fifteen (15) minute stop time.
- Second period will be twenty (20) minutes stop time.
- Third period will be a maximum of twenty (20) minutes. If more than ten (10) minutes remain for the ice-time on the arena clock, the standard for determining the length of the third period shall be half the time remaining on the arena clock plus two minutes. If less than 10 minutes remain for the ice-time on the arena clock, the standard shall be half the time remaining on the arena clock, or as the referee may determine.
- No overtime in round robin play.

All playoff and championship games are ninety (90) minutes in duration, played as follows:

- Five (5) minute warm-up.
- First period will be fifteen (15) minute stop time.
- Second period will be twenty (20) minutes stop time.
- Third period will be a maximum of twenty (20) minutes. If more than ten (10) minutes remain for the ice-time on the arena clock, the standard for determining the length of the third period shall be half the time remaining on the arena clock plus two minutes. If less than 10 minutes remain for the ice-time on the arena clock, the standard shall be half the time remaining on the arena clock, or as the referee may determine.
- If teams are tied at the conclusion of the third period, a five (5) minute running time period of 3-on-3 hockey will be played to determine a winner. If after the five (5) minute of run time teams are still tied, a sudden victory shoot-out will determine the winner. The Home team will have the choice of shooting first or second. No player can shoot more than once in the shoot-out until such time as all other skaters have had an opportunity to score.

- Penalties in overtime will result in the teams playing 4-on-3, or in the case of two penalties to the same team, 5-on-3. When the penalty has expired the teams will play 4-on-4 until the first stoppage of play; after the stoppage of play the teams will resume the game playing 3-on-3.

#### **9. MERCY RULE**

Should a team have a lead of five (5) goals or more at the start of the **third** period, run-time shall apply. Should this lead revert to four (4) goals or less, stop time will resume. This mercy rule will apply to all round-robin games of the tournament.

#### **10. TIMEOUTS, SCORE & TIMEKEEPING**

- There are NO timeouts permitted during regular play, running time (i.e. mercy rule, or overtime) in all round-robin, playoff, and championship games.
- During the round robin, a maximum differential of ten (10) goals per game will be used to calculate the “best goal average” for the tie breaking formula. For example, if a team scores fifteen (15) goals in a game and their opponent scores two (2), the differential is still only ten (10). This is to prevent a team from “running up the score” to obtain a better “goal average”.
- If a minor penalty is assessed during running time the penalty will be three (3) minutes in duration. If a major penalty is assessed during running time the penalty will be seven (7) minutes in duration.

#### **11. TIE-BREAKING FORMULA**

In the event teams are tied for a placement position after the round-robin series is completed, the following formula shall be utilized to determine the placing of the tied teams:

- a) Head-to-Head competition (used only if two (2) teams are tied)
- b) Most Wins
- c) Basic Goal Differential (GF-GA)
- d) Lowest Goals Against (total ACTUAL goals against)
- e) Least Penalty Minutes
- f) Coin Toss

#### **12. SCHEDULING**

If the tournament gets behind schedule, the Tournament Director, at their discretion, can and will adjust the remaining ice times and that decision will be final.

#### **13. GAME MVP's**

One MVP from each team will be selected for every round robin game. The respective coaching staff of each team will be responsible for selecting the **opposing team's MVP**.