



Renegades Classic Rules & Regulations June 4 - 6, 2010

* **Team Manager.** Team manager must register 30 minutes prior to their first game. Each team is asked to provide a contact person and phone number for which they can be reached during the tournament.

* **Player Eligibility.** A player may only play for one team in his own age group. A player must have played in a least 2 round robin games to be able to compete in the semi-finals or finals. Any player not following the rule will be ejected from the tournament and his/her team will forfeit the game.

* **Rosters.** All tournament players must be listed on your first game sheet, which shall become your final tournament roster. No player can be added to the roster after the first game. A photocopy of your official birth certificates must be available at all times during the tournament, in case a player is challenged. A maximum of 19 players may register and dress for each game.

* **Home and Visitors status on game sheet shall supersede any other listings.** Coaches must sign game sheets. All teams must complete their respective game sheets at least 30 minutes before scheduled game time to ensure no sweater colour conflicts.

* **Early Start Option.** All teams must be prepared to play their games fifteen minutes prior to scheduled start time in the event the tournament is ahead of schedule.

* **Length of Periods.** Games are 15-15-15 minute stop time for all divisions. Any team not prepared to start the game after the 3 minute warm-up can be assessed a 2 minute bench penalty.

* **Mercy Rule.** The mercy rule shall be in effect. 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, the clock will revert to running time. If the difference is reduced to less than three goals the clock will revert back to stop time.

* **Points.** Round robin standing will be based on points. 2 points for a win, 1 point for a tie and 0 for a loss. There will be a maximum goal differential of 6 goals in round robin play.

* **Time Outs.** There will be no time outs during round robin play. During the Semi finals and finals each team will be permitted one-thirty second time out.

* **Match Penalties.** Any player and/or team official who received a match penalty or gross misconduct will be suspended for the remainder of the tournament. Any player that receives a second major penalty will result in a tournament ejection.

* **Protests.** No protests will be allowed. Tournament officials will consider any logical grievance or suggestion when presented in a calm and professional manner. Protests regarding officiating will not be heard. Any player receiving a major penalty can be ejected from the tournament. Tournament officials will make the final decision on all suspensions.

* **Equipment.** Canadian teams must adhere to Hockey Canada standards, and U.S. teams must adhere to US Hockey standards.

* **Exemptions.** The Tournament Director shall have the authority to grant exemptions from or make modifications to any of the rules when he considers fair and in the best of interest of the spirit of the tournament.

* **Tournament Director.** All decisions by the Tournament Director shall be final.

TIE BREAKING SEQUENCE

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the semi-final and final games are played:

If two teams are tied:

* **Head to Head.** The winner of the round robin game between the two tied teams gains the higher position. If head to head resulted in a tie, the team with the most wins in the round robin will be the higher seed.

If the two teams are still tied:

* **Best Goal Average.** The team with the best goal average will be the higher seed. The goal average of a team is to be determined by dividing the total number of goals for by the total number of goals for and against. NOTE: All round robin games are included. There will be a maximum goal differential of 6 goals in round robin play.

If the two teams are still tied after above have been applied:

* **Penalty Minutes.** The team with the least number of penalty minutes throughout all of the round robin games will be awarded the higher seed.



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If the two teams are still tied:

- * Coin Toss. A single coin toss will determine which team is the higher seed.

If applicable, Wild Card teams will be determined with the most points in the round robin play which is not a division winner. If still tied, the tie breaking formula above will be used in order.

THREE OR MORE TEAMS TIED

If three teams or more are tied in points:

- * Most Wins. The team with the most wins will be the higher seed.

If teams are still tied after above:

- * Best Goal Average. The team with the best goal average gains the highest position. The goal average of a team is to be determined by dividing the total number of goals for divided by total number of goals for and against. NOTE: All round robin games are included and the highest percentage is awarded the higher position(s). There will be a maximum goal differential of 6 goals in round robin play.

If teams are still tied:

- * Goals Against. The team with the fewest goals against (all round robin games played) will gain the highest position. There will be a maximum goal differential of 6 goals in round robin play.

If teams are still tied:

- * Goals For. The team with the most goals for (all round robin games played) will gain the highest position. There will be a maximum goal differential of 6 goals in round robin play.

If teams are still tied:

- * Penalty Minutes. The team that received the least number of penalty minutes throughout the round robin games will be awarded the higher seed..

If teams are still tied:

- * Coin Toss. A coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.

TIE IN SEMI-FINALS AND FINALS

In the event of a tie during the semi-finals and finals, there will be a 5 minute (running time) overtime period played as follows.

- * 4 on 4 plus goalies.

Teams are allowed to substitute at any time during this play. Goalies will not change ends for overtime.

- * If teams are still tied, we will go to shoot out. First 5 players will be selected by coach.

- * If teams are still tied, a sudden death shoot out will commence. In the sudden death shoot out, the original 5 players may be used again, but no player may shoot for a second time in the sudden death shoot out until each player has been used once.