

BALTIMORE ICEDOGS CROSS BORDER CLASH TOURNAMENT RULES (ROUND ROBIN FORMAT)

1. Tournament rules meet or exceed Ontario Minor Hockey Association regulations. Teams not governed by O.M.H.A. will comply with their own equipment standards.
2. Game will consist of three (3) ten- (10) minute stop time periods in all divisions.
3. A two (2) minute warm-up will be allowed from the time the ice surface's doors close.
4. Any team late for the start of the game will be assessed a delay of game penalty. The clock will start after the warm-up.
5. Time-outs are NOT allowed to be called by any team.
6. At any point in the 3rd period, if one team has a lead of five (5) goals or more, the clock will run straight time. Minor two (2) minute penalties will be three (3) minutes long. Should the lead be reduced to two (2) goals or less, the clock will revert to stop time.

7. TOURNAMENT FORMAT:

The round robin play will be followed by the finals, which are determined by the teams ranking in their pool. During round robin play two (2) is assigned for a win, one (1) point is assigned for a tie, zero (0) points for a loss. Games will be left in a tie at the end of regulation time in all games prior to Sunday finals.

At the end of round robin play (three (3) games in four (4) and eight (8) team format and odd number team format, and two (2) games in twelve (12) team format), should there be a tie in total points won by teams in the same pool, the team to advance to the higher ranking will be determined as follows:

- 1st - results of previous game played during round robin (head-head, if 2 teams tied only)
- 2nd - lowest total goals against, and if still tied
- 3rd - lowest penalty minutes and if still tied
- 4th - flip of a coin

In Twelve (12) team format (four pools of three teams), the teams in A/B and C/D pools with the most points in their pool will compete in the "A" Final. The other teams will compete in the B, C, D, E, and F Final depending on qualifying placement.

In an Eight (8) team format, (two pools of four teams), the team from each pool with the highest points will compete in the "A" Final, the teams with the next highest points in their pool will compete in the "B" Final, the next two teams compete in the "C" Final and the last two teams from each pool compete in the "D" Final.

In a Four (4) team format (one pool of four teams), the 1st and 2nd ranked teams after the round robin will compete in the "A" Final, while the 3rd and 4th ranked teams will compete in the "B" Final.

In a Six (6) team format, the matchup is random and 1st two highest ranked teams play for "A", next two for "B" and last two for "C".

In a Seven (7) team format, the matchup is random and in order to give all teams 3 games' standings prior to finals, one team will be chosen to play a 4th game (additional game which will be indicated on the schedule) against the opponent needing a 3rd game but that chosen team's standings for that game will NOT count in stats. 1st two highest ranked teams play for "A", next two for "B", next two for "C" and the lowest team will compete in a "D" final and play against a volunteer team from the "C" or "B" final. (Same premise is used for Five (5) team format with "A", "B" and "C" having the 5th place team playing against volunteer from the "B" grouping.)

OVERTIME PROCEDURE: FINALS ONLY

Tied games in the finals will be decided by a "player reduction". At the end of regulation time, the teams will play 4 on 4 for One (1) minute when a buzzer will sound. You will then reduce to 3 on 3 for another minute, then 2 on 2 for another minute, then 1 on 1 without a buzzer until someone scores. Players MAY change on the fly and goaltenders MUST remain in the net (no pulling goalies). A player serving a penalty at the end of the 3rd period will continue to serve until the penalty is over and the team's players adjusted as with any penalty.

8. PLAYER / STAFF EJECTION:

- Four (4) penalties in one game = ejected for the game only (double minor = one penalty)
- Any Game Misconduct (GM) assessed = suspended until misconduct is served.
- Fighting (GM) assessed = suspended until misconduct served, and subject to committee assessment of severity of incident and subject to tournament ejection.
- Gross misconduct (GRM) or match penalty (MP) = ejection from tournament.
- Damage to facilities or unacceptable conduct at any time during or between games = ejection from tournament and damage invoice given.

9. Home team shall be designated as per first team listed on schedule of tournament, and whenever possible, wear white or lighter coloured jersey.

10. **THIS IS A FELLOWSHIP TOURNAMENT!!!** Any player, parent, spectator or member of the coaching staff WILL be ejected (as well as possibly the entire team) from the tournament for ANY act of unsportsmanlike conduct with no refund of any team entry fees. The tournament committee reserves the right to review and react to ANY unacceptable behaviour that they feel is in contradiction with this tournament's theme and continuity. **Score running** is not allowed and teams will be given ONLY one warning! It should be apparent in the first period, if your team is stronger than your opponent and measures must be taken to ensure that both of you walk away from the game with some dignity and respect! **PLEASE NOTE THAT TOURNAMENT MONITORS ARE PRESENT AT EACH ARENA / GAME AND THEY, ALONG WITH THE REFEREES GIVE REPORTS BACK TO THE TOURNAMENT CHAIR DAILY REGARDING A TEAM'S BEHAVIOUR.** It's been a long enough season for all of us, so don't put yourself in the position of doing the "walk of shame" on your last weekend of hockey!

11. DECISIONS OF THE TOURNAMENT COMMITTEE ARE FINAL.