



Riverview Minor Hockey Club Tournament Regulations



1. All playing rules will be in accordance with Hockey Canada's Official Rules.
2. Any altercation or major penalty will be reported to the Tournament Committee Chair, Disciplinary Committee Chair and all game sheets will be provided to the HNB Suspensions Coordinator. Disciplinary action will be taken according to the severity of the infraction.
3. Coaches are to note on the game sheet, player(s) presently serving suspensions showing how many games the player(s) has served. Any team found playing a suspended or ineligible player will automatically forfeit the game. The forfeited game shall be recorded as a 5-0 loss for the team found in default. Failure to disclose suspended players will result in coaches being reported to their respective associations and District Director for their zone.
4. No protests will be allowed in this Tournament and referees decisions are final. The referees' dressing room is off limits to everyone except authorized Committee Members.
5. Special Tournament Rules
 - a. Fighting – Any Player or Team Official incurring a fighting penalty will be ejected from the Tournament.
 - b. Match Penalties – Any Player or Team Official incurring a match penalty shall be ejected from the Tournament.
 - c. Gross Misconduct Penalties – Any Player or Team Official who receives a gross misconduct shall be ejected from the Tournament.
6. **Players are asked to shake hands with the opposing team prior to the start of each game. Coaches are asked to shake hands with the opposing coaches after each game.**
7. **The home team** for round robin and playoff games has been designated on the Tournament Schedule and **they shall wear dark colored sweaters**. Should there be a conflict with sweater colors, the home team will be required to change sweaters.
8. Round Robin Play & Standings: During the round robin format of the Tournament the winning team will receive 2 points and if there is a tie both team will receive 1 point. **No overtime will be played in round robin games.**
9. The format of play is described below:
 - The 8 teams in each of the U11, U13, U15 and U18 divisions are divided into 2 pools of 4 teams each.
 - Teams will play a 3-game round robin within their pools and the top 2 teams from each pool will advance to the semi-finals. Ties will be decided by the HNB Tie Breaking sequence.

[https://www.hnb.ca/images/2024/Provincial and Zone Championship Regulations 2024-2025.pdf](https://www.hnb.ca/images/2024/Provincial_and_Zone_Championship_Regulations_2024-2025.pdf)

Final standings will be posted within 2 hours of the conclusion of the preliminary round games and teams are asked to check in at <http://riverviewminorchockeytournaments.goalline.ca/> or at the Tournament Operations Office (863-8380) to confirm final team rankings.

10. **The home and away teams for the Championship Final game are determined by the respective winners of the semi-final games. The winner of X1 is home, the winner of X2 is away.**
11. Teams/Coaches are required to be at the arena no later than 45 minutes prior to the scheduled game time and be fully dressed 30 minutes prior to game time. Games may start early and teams are expected to be ready to start the games within ½ hour (30 mins) before scheduled game time. Teams unable to ice a team will forfeit. The opposing team will be awarded the game by a score of 5 to 0.
12. Players are not permitted on the ice surface until the rink attendant has closed the ice surface doors.
13. **No time outs permitted during the preliminary round.** One official time out (30 seconds) will be permitted for each team per game in the semi-finals and finals.
14. All teams are expected to ice their respective rosters. No substitutions as per HNB rules. Every player and team official competing must be listed on the game sheet of the team's first game – no additions will be accepted without prior authorization from the Tournament Committee Chair.
15. Players can only participate for one team in the tournament unless given prior authorization from the Tournament Committee Chair.
16. Dressing Rooms have been designated for each team on the Tournament schedule. All teams are requested to keep rooms clean and tidy. Only team officials will be allowed in the dressing rooms. Coaching staff should inspect the rooms before and after each game, any damages to be reported immediately to the Tournament Committee. Teams must vacate rooms within 15 minutes of their game completion.
17. Please lock your dressing rooms and protect your equipment. The Riverview Minor Hockey Club will not be responsible for lost or stolen items.
18. All games will consist of a 3-minute warm-up followed by 3 stop time periods: 10-12-12 minutes.
19. Due to the fact that this Tournament is run on a very strict ice schedule and, attempting to ensure that the Tournament is run on schedule, the following will apply: In the event of a player injury, the time clock, at the discretion of the referee, will be stopped for a period of three minutes; at the end of the three minutes stoppage, the clock (at the discretion of the game officials) will be once again started and run until time is expired for that scheduled game.
20. At any time in the third period in round robin or semi-final play, there is a five goal differential between the two teams, the clock shall be set to straight or running time and continue at straight time for the remainder of the game. The clock will not revert back to stop time if the 5 goal spread is reduced. During running or straight time minor penalties shall be 3 minutes in length.
21. All coaches will select their own team's **Game MVP** player at the end of the round robin and semi-final games and inform the referee (who will advise the time keeper) of whom they have selected. RMHC respectively asks that the coaches select a different player for each of the games.
22. All coaches will select their own team's **Tournament MVP** player at the end of the championship game and inform the referee (who will advise the time keeper) of whom they have selected. This MVP should be a player who has done the most for the team in the overall tournament. It may be one of the same players that received MVP in round robin or semi-final play.

23. Breaking Game Ties for semi-final and championship games will be decided using the following format:

- a. Five minute sudden victory stop time period using “3 on 3” format. (3 skaters plus goalie) Should a team incur a penalty, the opposing team adds a player making it 4 skaters against 3 skaters. Teams may remove their goalie for an extra skater at any time.
- b. If still tied after “A” then there will be a shootout. Each team to select 3 shooters. Players who were in the penalty box at the end of “A” are not eligible. Home team starts followed by visiting team until all 3 shooters have taken one shot or a winner has been identified. If the teams are still tied, then there will be a sudden victory shootout with the same 3 shooters, commencing with the home team and alternating shooters until one team scores and the other team does not.

NOTE TO ALL PARTICIPANTS

The Tournament Committee reserves the right to:

- a. **Assess any team incurring excessive number of penalties and their degree of severity to determine whether further participation in the tournament should be permitted.**
- b. **Call any game that, in their opinion, is a travesty to the game. A hearing will be convened as to whether or not the team(s) in question will be permitted to continue in the tournament.**
- c. **To ban any spectator from the rink should their conduct be deemed inappropriate.**
- d. **To suspend players or coaches should unsportsmanlike conduct occur.**
- e. **In the event of a winter storm or unforeseen circumstances, it may be required (at the full and complete control of the Tournament Committee) to change the game schedules, move game locations or eliminate games completely. (Examples – Crossovers games may be eliminated and the top two teams will play the Championship.) In these extreme situations, be advised that no refunds for reduced game numbers will be offered.**