

# 49<sup>th</sup> Annual Guelph Power Play Tournament Rules



## Tournament Dates :

- Friday, November 22, 2019
- Saturday, November 23, 2019
- Sunday, November 24, 2019

## Important Information

- Cost: \$1295.00 Canadian
- Divisions: Minor Atom, Atom, Minor PeeWee PeeWee
- Categories: AA, A, AE
- Gate Fees: *NO Gate Fees, City or University Of Guelph Parking Pass may apply*
- Guarantee: Four (4) games Guarantee
- Awards: Player of the game awards in all games except for the Finals
- \*\*\* Tournament Souvenirs for ALL Participants \*\*\*

## GAME LENGTHS

### Round Robin

Warm-up 2 minutes  
Game Time 10 – 10 – 10 minute stop time periods

### Semi-finals and FINALS All Semi-finals and finals games on Sunday

Warm-up 2 minutes  
Game Time 10 – 10 - 15 minute stop time periods  
Ice will be resurfaced at the end of every game.

## Arenas

- Centennial Arena
- Sleeman Centre
- University of Guelph (twin pads)
- Cambridge Sport Center (twin pads)
- Exhibition Park Arena
- Victoria
- Fergus (twin pads)
- West End Recreation Complex (twin pads)  
*tournament main office*

## Registration

All registration must be completed **ONLINE**.

**NOTE:** All divisions are open pending Tournament Committee selection.

### Level to Register Your Team

Team should register at the same level that they are rostered at, however teams can request to play 1 Level higher by registering at the desired level and indicating rostered level when filling out the registration form and the committee will take all request into consideration.

# 49<sup>th</sup> Annual Guelph Power Play Tournament Rules



Teams that are part of the Alliance organization or other organization and final seating level of AA/A is not determined till after the tournament are asked to register at previous season final seating. If the team final seating of previous year was Single A and wish to play 1 level high please follow previous paragraph.

The committee has the final decision of all team seating.

## **Bring With You to Registration:**

Travel permit/permission from your home association to attend.

Regular and affiliated players approved Hockey Canada (HC) or Hockey USA rosters/cards.

The success of our tournaments relies heavily on the combination of great volunteers and the partnerships established with our sponsors.

## **Hotel Accommodation**

**Hudson Travel Group is the exclusive travel partner for all tournaments hosted by Guelph Minor Hockey Association.** One of the criteria of acceptance into our tournaments will be that your hotel accommodations have been secured through Hudson Travel Group. They have blocks put aside at all the participating host hotels so been sure to contact them early and secure your spot. We thank you in advance for your support.

# 49<sup>th</sup> Annual Guelph Power Play Tournament Rules



**Scheduled game start times are approximate.** Your team must be ready to play 15 minutes prior to the scheduled game time. There is a mercy rule, PLUS extra time built into the schedule so you must be ready to play 15 minutes prior to the scheduled game time or run the risk of forfeiture. Teams that are not ready to start their games on time or within the 15-minute window may forfeit such games at the discretion of the arena convenor. Due to the nature of our scheduling, time restrictions will be enforced. Any teams failing to ice a team (Players: minimum of 7 skaters plus 1 goaltender; Team Officials: a carded coach and trainer) shall forfeit that game (1- 0). If a player is late to a game, they must be on the game sheet and on the ice before the end of the 2nd period. Due to unforeseen circumstances the tournament will not be held responsible for any last-minute changes in schedule including any cost that team's may occur.

**Division Standings:** The tournament standings will be determined in the following orders, Game Points ( 2 – win, 1 – tie, 0 – loss ), ties will be determined by the tie breaker rules as described in the tie breaker format.

## **Mercy Rule**

If the goal differential is **five goals in the third period**, the clock shall change to running time. If subsequently the margin is reduced to less than five goals respectively, the clock will revert back to stop time. During running time, minor penalties will be 3:00 minutes and major penalties, 7:30 minutes. The mercy rule is in effect for all games in the round robin play ONLY.

## **Time-Outs**

There will be one 30 second time-out per team per game including round robin and elimination rounds.

## **Overtime**

Elimination is only applicable to semi-final and final games. The following format is to be used:

Overtime starts with 3 on 3 unless penalties are being served. Penalties carry over as normal; if both teams are serving a penalty then the overtime will start with 4 on 4.

- 5 minutes (stop time) 3 on 3 (Teams may freely substitute)
  - if a team receives a minor penalty the team will play short-handed, if a second penalty is given to the same team during the penalty being served the opposing team will add a player. If still tied after 5 minutes of 3 on 3 then a shootout will determine a winner.
- Shootout - 3 different shooters (All three shooters will shoot)
- The coach will give the referees the first 3 shooters at the beginning of the shootout.
- Any player serving a penalty cannot be 1 of the 3 first shooter
  - if still tied after the above is completed the shootout will continue 1 shooter at a time (elimination rounds) the first team to score in an equal amount of shots will be declared the winner. **No player may shoot twice until all players, excluding goalies, have participated in the shootout.**

# 49<sup>th</sup> Annual Guelph Power Play Tournament Rules



## Tie-Breaking Formula

Tie-breaking and the determination of the round robin standings will be based, in order, on:

- 1) If 2 teams are tied in points the head to head result involving the teams tied (only if the 2 teams that are in the tie have played each other). If more than 2 teams are tied the head to head rule will not apply.
- 2) The lowest amount of goals tallied throughout the round robin games.
- 3) The best ratio of "Goals For/(Goals For + Goals Against)" in all round robin games. The team with the best ratio would advance.
- 3) The team with the most goals scored.
- 4) The team with the lowest number of penalty minutes, the official game sheets are used to as the base for counting the penalty.
- 5) A toss of a coin by the tournament chairperson. (team do not have to be present, the results will be posted on the website.)

### Example Of a Tie Breaker

Team	Game Point	Total Tournament Goals For	Total Tournament Goals Against	%
TEAM A	7	14	8	0.63
TEAM B	7	14	6	0.70
TEAM C	4	10	7	0.58
TEAM D	4	11	10	0.52
TEAM E	4	12	10	0.54

- Team A and Team B are tied, they played and the score of their game was 2 – 2 (tied)
- Team C,D,E are tied in points and even if Team B played Team C the head to head does not apply as there are 3 teams tied in points.

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- Once the Tie Breaker is Applied this is the ranking

TEAM B	1	Goals Against Lower Than Team A
TEAM A	2	
TEAM C	3	Goals Against is the lowest between (Team C,D,E)
TEAM E	4	Goals % is Higher than Team D
TEAM D	5	

# 49<sup>th</sup> Annual Guelph Power Play Tournament Rules



## ADMINISTRATION, RULES and POLICIES

### Admission - NO GATE FEE

#### Eligibility

Only teams with approved Hockey Canada (HC) or Hockey USA rosters/cards will be permitted to play.

A maximum of seventeen (17) players may participate in any one game, with a maximum of 2 goalies

There shall be a maximum of six (6) team officials registered to any team. Only five (5) may go on the bench.

Affiliated players may participate only if listed on an approved Affiliated Players List.

#### Travel Permit. / Player Rosters

All teams must be prepared to present either the travel permit or their official player roster(s) at anytime during the tournament to the tournament convenor or committee.

#### General

Teams will play a minimum of four (4) games. Please check your schedule to ensure it is accurate. You are guaranteed four games against different opponents. In the event of a conflict, please notify the Registrar as soon as possible.

This is a OMHA sanction tournament therefore OMHA rules applies.

- At your first game team officials must present to the arena convenor both approved team roster and travel permits.
  - a). **Approved team roster** - approved by their (OMHA, Alliance, GTHL, NOHA, USA Hockey; etc) Governing Body.
  - b). **travel permit** or letter of permission from their local hockey organization must be presented to the Tournament officials prior to first game.
  - c). If teams do not have the proper approved player and team official documents the arena convenor will contact the tournament chair for additional instructions. If the team does not produce the necessary documents prior to the agreed upon time they may not continue in the tournament and their games will be recorded as forfeited games.
  - d). All teams must have a certified trainer on the bench at all games.

3. All players and coaching staff official registration documents (as outlined in 2-a) must be available for examination at any time during the course of the Tournament upon request by the tournament committee.

4. All players must wait until the ice machine is off the ice and the gate is closed before entering the ice pad. Player may be subject to suspension from the tournament for entering the ice pad early. Hockey Canada rules and OMHA regulations will govern all games with the following additional rules for the tournament operation.

# 49<sup>th</sup> Annual Guelph Power Play Tournament Rules



Team association rules in effect for all equipment requirements – including mouthguards, and neckguards.

Home jerseys will be white (or lighter colour), if a colour conflict arises, the home team will be asked to wear their alternate set. IF the home team does not have an alternate set, the visiting team will be asked to wear their alternate set.

No one, other than players, coaches and trainers are allowed in the dressing rooms or the hallway leading to the dressing rooms before and after games.

Any player/coach receiving a second major penalty MAY be immediately suspended from further play in the tournament.

Dressing rooms are to be cleared, inspected and keys returned to the tournament office within 30 minutes of the game ending. The bench and dressing room is to be cleaned by departing team. Any damage found by arriving team is to be reported to the tournament office. Any damages that occur will be the responsibility of the team and bills for damages will be assessed and could result in the team being expelled from the balance of the tournament.

Due to variations in League rules, any player or coach under suspension entering the tournament is ineligible to participate in the tournament unless first cleared by the Tournament Committee. Either of the above violations will cause the offending team to forfeit the game(s) in which the above were used. The game will be shown as a 1-0 score for the non-offending team.

The Tournament Committee will hear protests. **No protest will be heard regarding a referee's decision.** A \$200 deposit, that will be returned if your protest is successful, must accompany all protests. A protest may only be heard if it is brought to the attention of the tournament chairperson or their delegate within thirty (30) minutes of completion of the game in question. A formal written submission can follow the initial notification. A hearing and ruling will be completed prior to the team's next scheduled game. The committee reserves the right to make decisions regarding interpretation of the rules, objections and protests. All decisions made by the Tournament Committee are final.

## **Refund Policy**

Refunds will be issued in form of a cheque.

Refunds will be issued after a written (email) request is made based upon the following:

Full refund less \$75.00 administration fee, for requests received 45 days before the first day of the tournament.

No refund will be given, for requests received within the 45 days before the first day of the tournament

## **Release from Liability**

Acceptance of a team's entry releases the tournament committee and officials, the arena management and everyone connected with the tournament from all liability for injury or accident which may be incurred by a player, team official or spectator while attending or participating in the tournament.

## **E & OE**

# 49<sup>th</sup> Annual Guelph Power Play Tournament Rules



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## City of Guelph Rzone

### What is the Rzone?

The Rzone is an operating procedure that identifies a code of conduct which applies to all City of Guelph recreation and cultural centres, facilities, parks and programs. The Rzone procedure enforces a set of expectations around violence, vandalism and inappropriate behaviour for participants and the general public.

### What does the Rzone mean?

The “R” in the Rzone logo stands for Respect and Responsibility. Respect for Yourself; Respect for Others; and Responsibility for your Actions. The logo will serve as a reminder to staff and the public that the operating procedure is in effect and applies to everyone: coaches, parents, players, performers, audiences and visitors.

### Goal

The goal of the Rzone operating procedure is to improve the safety and leisure environment in all City of Guelph recreation and cultural centres, facilities, parks and programs. Community organizations, residents, visitors and City staff will work together to promote respect and responsibility, improving the safety, appearance and environment of our community.

### Does the Rzone only apply to sports organizations?

No. The Rzone operating procedure applies to all community organizations and individuals using City of Guelph recreation and cultural centres, facilities, parks and those participating in programs.

### What type of incidents should or can be reported?

All forms of violence, vandalism or inappropriate behaviour are unacceptable on properties, in facilities or programs. Incidents involving the following should be reported.

- Verbal assault
- Physical assault/harm
- Use of alcohol/drugs
- Harassment
- Threats/ aggression
- Vandalism
- Theft

### If a situation occurs, how quickly should it be reported?

For best and timely resolutions, incidents should be reported within 24 hours.

### How and to whom should an incident be reported?

If you are involved in or witness a situation at a City “indoor” facility, you can report it to a staff member. He/she, with your assistance, will complete the report. If the situation occurs at an “outdoor” facility where staff is not available and involves a community

# 49<sup>th</sup> Annual Guelph Power Play Tournament Rules



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organization, that organization should be informed directly and an incident report should be completed on-line..

## **If I report an incident, will it be kept confidential?**

Yes, in accordance with the City's privacy information policy.

## **What happens once a report has been made?**

Whether reported in person, through an organization or on-line, the report will be logged by City staff and will either be dealt with directly by the City or forwarded on to the appropriate group/organization for follow up.

## **Will the City follow up on every incident?**

The intent of the Rzone procedure is that each organization takes responsibility for situations created by; or that affect their participants in cooperation with the City. In some cases, it will be the community group or organization.

## **What are some of the consequences that may occur?**

Each report will be reviewed on an individual basis. The nature and degree of discipline will be determined by the severity of the situation.

## **Questions?**

If you have additional questions, you can review the Rzone operating procedure document.