



TOURNAMENT OUTLINE

The RHA Classic will be made up of eight U18 teams. There will be 2 pools of 4 teams. Each team will play a round robin against each team in the other pool. The top 2 teams in each pool will play in the gold medal game and the 2nd place teams in each pool will play in the Bronze medal game. All teams will play a minimum of 4 games. The Bronze and Gold Medal teams will play 5 games.

RULES

Hockey Canada playing rules will apply in all situations. Please note the following rule applications.

- At the U18Prep level, teams may dress a maximum of 20 players. 2 must be goalies.
- AP players must be registered to your Hockey Canada registry rosters.
- Home teams will wear their light-colored jerseys. The visiting teams will wear their darks. Teams not able to comply must let tournament hosts know at least an 60 minutes before game time.
- Pucks will be supplied.
- Teams must be ready to play at their scheduled time. Teams will have 10 minutes from the scheduled time to comply. After the time has elapsed the tournament committee has the right to declare a forfeit and a 5-0 win for the opposing team.
- Three (3) 20-minute stop time periods will be included in regulation playing time with an ice clean between each period.
- A seven (7) minute warm up will be used with no flood prior to the start of the first period.
- One 30 second time out per team per game will be allowed.
- Any harassment of Referees, on and off ice officials by managers, coaches, parents, and spectators will not be tolerated. Abusers will be barred from the arena at the discretion of the referee and / or tournament committee members.

All games will use the Hockey Canada Playing and Tie Breaking Rules with the following supplemental rules as per below:

ROUND ROBIN POINTS

3 points – Regulation Win

2 points – Overtime Win

1 point – Overtime Loss or Tie

0 points – Regulation Loss

If 2 or more teams in their pool are tied the following procedures will be followed.

- The best goals for / goals against. (goals for minus goals against) If still tied go to next step.
- Best goal average is the next tie breaking procedure. Formula total goals for/(goals for+ goals against). Round robin games in your pool stats are used to determine results. The highest percentage gains the highest seeding. Based Upon round robin play.The next tie breaker is the fewest goals against. The team with the lowest amount will gain the highest seed. This is based upon round robin games in your pool.
- If teams are still tied, we will go to most goals for. The team with the most goals for in round robin plays in their pool will gain the highest seed.
- Should teams still be tied the next tie breaker will be based upon least number of penalty minutes in round robin pool play. The team with the least number of penalty minutes will gain the higher seeding.
- Should teams still be tied after exhausting 2.1 through 2.5 a coin toss will be the determining process. There will be a coin tossed by each team in a 3-team tie. The odd coin will be the first seed. If two teams are tied and the coin toss is needed. An independent person will determine which team is heads and tails. A coin flip is made with the winner being the higher seed.

OVERTIME PROCESS

- Overtime is played should the game remain tied after regulation play
- There will be a one (1) minute break prior to the start of the five (5) minute sudden victory overtime period.
- The teams will not change ends to start overtime.
- Overtime shall be played with each team at a numerical strength of three (3) skaters and one (1) goalie [3 on 3]
- If the game remains tied after the overtime period, it shall remain a tie.
- In the event of a tie, both teams will receive one (1) point each in the standings.
- In the event there is a winner in overtime the winning team shall receive two (2) points and the losing team shall receive one (1) point in the standings
- When regulation time ends and the teams are five (5) on three (3): Teams will start overtime five(5) on three (3) Should player strength reach five (5) on four (4) by the next stoppage of play, player strength shall be adjusted to four (4) on three (3). Should player strength reach five (5) on five (5) by the next stoppage of play, player strength shall be adjusted to three (3) on three (3).
- When Regulation time ends, and the teams are five (5) on four (4) or four (4) on three (3), will start over time four (4) on three (3). Should player strength reach four (4) on four,(4) the next stoppage, player strength should be adjusted to three (3) on three (3).
- 5 three (3) Should player strength reach four (4) on four (4) by the next stoppage, player strength shall be adjusted to three (3) on three (3).
- Teams shall never have less than three (3) skaters on the ice to start play. PLAYOFF OT, Will follow the above.

PLAYOFF OVERTIME

Teams will play a ten minute sudden death overtime period.

If teams are still tied after the 10 minute sudden death overtime period.

- If still tied there will be a 3-player shootout. Whoever scored first in the game will be awarded first shot.
- If still tied a 3 player sudden death shootout will take place until a team wins. Teams can use a shooter as many times as they want if tied after 3 shooters are used.