

"LAX TO THE MAX" 2009 – TOURNAMENT RULES

Tournament Arena Location:

Kinplex 1 & 2: 2055 -21 Avenue SE
Take Dunmore Road and follow signs to Medicine Hat Exhibition and Stampede

Tournament Game Rules:

1. Game Format:

Pee Wee: 7 Teams – 2 game round robin. Top team from round robin has bye into final game and will be top seed. 2nd and 7th place teams playoff in Game #23. 3rd and 6th place teams playoff in Game #24. 4th and 5th place teams playoff in Game #26. All games including round robin will be used to determine placement for finals. Only the top 3 teams from playoffs make the finals.

Bantam: 8 Teams – 3 game round robin. Top 4 teams advance to finals.

Midget: 5 Teams – 2 game round robin. Top team from round robin has bye into final game and will be top seed. 2nd and 5th place teams playoff in Game #29. 3rd and 4th place teams playoff in Game #30. All games including round robin will be used to determine placement for finals. Only the top 3 teams from playoffs make the finals.

a) All round robin games will be 75 minutes unless otherwise noted in the schedule.

Each game will consist of:

- i. a five minute warm-up; 3 minute rest periods
- ii. two 15 minute running periods; and
- iii. one 20 minute third period with the last 10 minutes being stop time unless the mercy rule takes effect.

b) Sunday games from Game #31 to #36 will be 90 minutes. This is to facilitate final games.

Each game will consist of:

- i. a five minute warm-up; 3 minute rest periods
- ii. two 20 minute running periods; and
- iii. one 20 minute third period with last 10 minutes being stop time unless the mercy rule takes effect.

Mercy Rule: When an eight goal difference occurs, the third period will convert to running time, and will not become stop time again unless the differential becomes less than eight goals. Any goal made will always be recorded on the score sheet appropriately, but the minor officials are directed not to show more than an eight goal difference on the score clock.

c) All penalties will be the same length whether run time or stop time.

2. Teams not ready to start or resume play promptly will be assessed one goal against the team for every two minutes the team is late.

3. Points Awarded:

Preliminary round: Win = 2 points, Tie = 1 point, Loss = 0 points.

Points earned in the preliminary round will be used to rank teams to determine placement in the final rounds.

a) Ties will be decided as follows:

- i. Head to head
- ii. Lesser penalty minutes, includes all games
- iii. If tie persists, then the team with lowest number of goals against, considering all games played will advance.
- iv. Coin toss.

4. Overtime will only take place in the final rounds. The format is as follows:
 - a) Teams will not change ends.
 - b) After a one minute rest period, a five minute running time “sudden death” overtime period will be played.
 - c) If the game remains tied, the teams will go to an alternating shootout.
 - d) The shootout will start with five players on the floor during the end of the overtime period. Best of 5 first, then will be a one for one shootout. The first team to score when the other team does not is declared the winner. No one player can go twice until all team members have gone once.
5. No game shall exceed the permitted time allotment. If undue delays occur for any reason and the game cannot be completed within the permitted time, the following procedures will take place:
 - a) At the first stoppage of play after time reaches five minutes left on the permit, the timekeeper will notify the referee.
 - b) At this stoppage of play, the clock will be reset to two minutes and the remainder of the game will be completed with stop time.
 - c) Floor officials may, in certain circumstances, have to shorten the game by reducing the time on the clock to finish game on time.
6. Tournament play will follow CLA Rules.
7. The time clock, score sheet, 30 second clock and penalty box for each game are the responsibility of the two teams playing in that game. Two people from each team must assign minor officials prior to the game and the minor officials must be in position at the start of the team warm-up. Any team without its minor officials will be assessed a two minute bench minor. As per ALA. The Home team is to run time clock and penalty boxes and the Visitor team will provide scorekeeper and shot clock operator. For discrepancy purposes, the team on left of schedule will be Home team.
8. Time clock instructions and ALA rules for running and stop time will be at each time clock box.
9. Time clock for all final games will be the responsibility of Medicine Hat parents.
10. Any changes to the team roster must be supplied to the tournament chairman prior to the team’s first game.
11. Calls made on the floor will stand as FINAL. There will be NO APPEALS or PROTEST.
12. C.L.A. and A.L.A rules and minimum guidelines for suspensions will be in effect except where otherwise noted. Any match, game, gross misconduct or fighting major’s penalties will be referred to the tournament chairperson along with the referee’s report. The tournament chairperson shall refer the matter to the discipline committee for consideration. The decision of the discipline committee will be final.
13. A ZERO tolerance will be in effect for all players, coaches, and parents. Any player, coach, or parent who shows disrespect or ignorance towards any “ON OR OFF FLOOR OFFICIAL” will be removed from the premises immediately.
14. If team colors are similar, the HOME team will be required to change jerseys. Home teams will be on the left side of each match.
15. Dressing room keys will be available at the concession. It is the responsibility of each team to leave dressing rooms clean and ready to be used by the next team.
16. A “Heart and Hustle” award will be presented at the end of every game to the player that best exemplified exactly that. The coaching staff is asked to select a player from their team (please advise the scorekeeper or referee) . The game official will make the presentation. No repeat winners please.

THE MOST IMPORTANT RULE IS TO PLAY FAIR AND HAVE FUN!