

“LAX TO THE MAX” 2010 – TOURNAMENT RULES

Tournament Arena locations:

Kinplex 1 & 2 - 2055 -21 Ave SE, Go on Dunmore road and follow signs to Medicine Hat Exhibition Stampede.

Hockey Hounds - # 30, 10th ST NE, On Division Ave N in Crescent Heights.

Tournament Game Rules:

1. Draw format

Novice: 8 Teams - Each team will play three [3] games in an interlocking schedule (i.e. teams are not split into pools). Teams will be ranked according to the point system described below. Only the top 4 teams will advance to the finals. The 1st and 2nd place teams will play in the Gold/Silver final, and the 3rd and 4th place teams will compete for the Bronze.

Pee Wee: 8 Teams – Each team will play three [3] games in an interlocking schedule (i.e. teams are not split into pools). Teams will be ranked according to the point system described below. Only the top 4 teams will advance to the finals. The 1st and 2nd place teams will play in the Gold/Silver final, and the 3rd and 4th place teams will compete for the Bronze.

Bantam: 8 Teams - Each team will play three [3] games in an interlocking schedule (i.e. teams are not split into pools). Teams will be ranked according to the point system described below. Only the top 4 teams will advance to the finals. The 1st and 2nd place teams will play in the Gold/Silver final, and the 3rd and 4th place teams will compete for the Bronze.

Midget: 6 Teams - Each team will play three [3] games in an interlocking schedule (i.e. teams are not split into pools). Teams will be ranked according to the point system described below. Only the top 4 teams will advance to the finals. The 1st and 2nd place teams will play in the Gold/Silver final, and the 3rd and 4th place teams will compete for the Bronze.

2. Game times as follows

- Novice
 - o 1 hour time slot
 - o Three 12 minute periods run time (round robin and medal games)
- Pee Wee
 - o 1 hour time slot
 - o Three 15 minute periods run time (round robin games)
 - o Two 15 minute periods and one 20 minute period stop time (medal games)
- Bantam
 - o 1 hour and 15 minute time slot
 - o Two 15 minute periods and one 20 period run time (round robin games)
 - o Three 20 minute periods stop time (medal games)
- Midget
 - o 1 ½ hour time slot
 - o Three 20 minute periods run time (round robin)
 - o Three 20 minute periods stop time (medal games)

Note: in stop time periods, time stops for penalties, injuries, goals and time outs.

When there is 10 minutes left in the allotted time slot and there is more than 5 minutes left in the game, the referee will at the next stoppage in play reset the game clock to 2 minutes for the remainder of the game (round robin only).

All time slots are allowed a 3 minute warm up, 2 minutes between periods and 10 minutes for handshake and “Heart n Hustle” awards.

3. **Mercy Rule: *When and if applicable.*** If a team has a lead of 6 goals or more, the clock will switch to run time. If the losing team narrows the differential to 4 goals or less, the clock will revert back to stop time. Any goal made will always be recorded on the score sheet appropriately, but the minor officials are directed not to show more than a six goal difference on the score clock.
4. All penalties will be the same length whether run time or stop time.
5. 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.

6. Points Awarded:
 - a. Preliminary round:
 - i. Win = 2 points
 - ii. Tie = 1 point
 - iii. Loss = 0 points.Points earned in the preliminary round will be used to rank teams to determine placement in the medal rounds.
 - b. Ties will be decided as follows:
 - i. Head to head if applicable
 - ii. Team with lowest number of goals against totaled from all three games
 - iii. If tie persist, then the team with lesser penalty minutes totaled from all three games will advance.
 - iv. Coin toss.
7. Overtime will only take place in the medal 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 victory” 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
8. Tournament play will follow CLA Rules.
9. 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.
10. Time clock instructions and ALA rules for running and stop time will be at each time clock box.
11. Time clock for all final games will be the responsibility of Medicine Hat parents.
12. Any changes to the team roster must be supplied to the tournament Chairman prior to the team’s first game.
13. Calls made on the floor will stand as FINAL. There will be NO APPEALS or PROTEST.

14. C.L.A. and A.L.A rules and minimum guidelines for suspensions will be in effect except where other wise 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.
15. 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.
16. If team colors are similar, the teams will check with each other to see who as alternate jerseys. If both do then Home team will change.
17. 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 next team.
18. 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 ref). The game official will make the presentation. No repeat winners please.

MOST IMPORTANT RULE IS TO PLAY FAIR AND HAVE FUN!