

Niagara Rapids Fall Classic

2010 Rules

1. Each team is guaranteed four (4) games. All Bantam AA/A games will consist of one 12-minute and two 15-minute stop-time periods. All Bantam B and Pee wee B games will consist of two 10-minute periods and one 12-minute period stop time. No overtime in round robin play.
2. In a five team division there will be four round robin games with the top 2 (two) teams in each division playing for the championship. In a four team division there will be semi-final games consisting of 1 vs 4 and 2 vs 3, based on the division standings at completion of each teams 3 round robin games.
3. Hockey Canada and OWHHA rules apply with the following additions:
 - *Three (3) stick violations in one (1) game will result in automatic ejection from the Tournament.
 - *A fighting major or match penalty will result in automatic ejection from the tournament.
4. Minor penalties will be 2 minutes. Major penalties will be 5 minutes (overtime included).
5. Points will be awarded as follows:
 - Two (2) points for a win
 - One(1) point for a tie
 - No overtime in round robin play
6. **Teams are to be ready to go on the ice fifteen (15) minutes prior to the start of their scheduled game.**
7. Earliest possible start times will be Friday at 3:00 p.m., Saturday 8:00 a.m. and Sunday 8:00 a.m.
8. There will be a three (3) minute warm up at the start of each game, which will start following the exit of the Zamboni. When 2 minutes have elapsed, a game official will blow the whistle to let teams know they have 1 minute to get to their benches and get their starting line up to center ice.
9. If two teams are tied for championship positions at the end of round-robin play, the final standing will be determined in the following manner. If more than 2 teams are tied then criteria ii will be omitted.
 - I. Number of points
 - II. Record against other tied teams
 - III. goals for / against percentage in pool play. The goal percentage of a team is determined by adding the goals for and against together and dividing that total into the total goals for, with the team having the highest percentage winning the higher position

Example - goals for / goals for + goals against or 10 goals for / 10 goals for + 4 goals against, 10/14 = .714 percentage.
 - IV. Fewest goals allowed in round robin
 - V. Least penalty minutes

VI. First goal in round robin

VII. Coin toss

9. A maximum of twenty (20) individual awards will be presented per team in Final Game.
10. A maximum of nineteen (19) players, including two (2) goaltenders per team will be registered for the Tournament. A player can only play for 1 team during the tournament.
11. A player's name must appear on the team list that was submitted with the application form.
12. OWHA pick-up forms will be honored.
13. Referee's Decision is final and not subject to appeal or grievance.
14. Suspensions - OWHA rules will apply.
15. Tournament executive decision is final and binding.
16. Home teams will have sweater choice.
17. If the goal differential in any game, excluding the championship games, is 5 or greater, with 5 minutes or less remaining in the 3rd period, the clock will continue to run out. Should the goal differential become less than 5 in the remaining time, the clock will revert back to stop time.

CHAMPIONSHIP GAMES

18. In each division, after completion of the round-robin, the highest-ranking team will play against the second-highest ranking team for the Championship game. Game duration for all Divisions will be the same as the Round Robin Games. The highest-ranking team in the Round Robin will be designated the HOME team for final games.
19. Each team will be allowed one thirty (30) second time-out during final championship game only.

OVERTIME

20. In championship games only and will be sudden death.
One 5-minute stop-time sudden death period.
 - I. If still tied, a three player shoot out. Shooters are to be designated on the game sheet prior to the start of the game, indicated as S1, S2, S3.
 - II. Shooters from both teams will shoot at the same time starting at the centre ice red line.
 - III. If still tied, subsequent shots will be rotating shooters from the bench one per team until a winner is determined. A winner is declared when one team scores and the other team does not. A player may not shoot for a second time until all players on the game sheet (except goalies) have shot.

Note: Players serving a penalty that has not expired by the end of sudden- death overtime MAY NOT participate in the shoot out.

Good Luck and Thanks for Participating in the Rapids Fall Classic!