Oilsands Classic Rules

Game Time

ALL games will be **75 minutes** and will consist of three periods. 1st, 2nd 3rd period will all be 15 minutes, **ALL GAMES WILL BE STOP TIME**. Should an unusual delay occur for any unforeseen reason, AND there is no flexibility to extend the time, the drop clock rule will be in effect. If there are five (5:00) minutes remaining in the ice allocation, after the first stoppage of play, the game clock will be reset to two (2:00) minutes stop time.

Standard minor penalties will be **2 minutes during stop time**, penalty time starts when the puck is dropped. Any other penalty time would be decided by the on ice referees.

Official Playing Rules will be those from the Hockey Canada Rule Book

Warm Up

The timekeeper will place 3 minutes on the clock to start warm-up. At buzzer teams will have one minute to clear the ice of all pucks and line up for opening face off.

Delays

Clock to be stopped for any injuries or goaltender equipment malfunction. If there is any other delay of game, it is up to the on-ice referee to determine if the clock is to be stopped or adjusted.

Scorekeeping

Round Robin and Semi Final Games:

The **home team** will supply **BOTH** “Official Scorer” (game sheet) and “Official Timekeeper” (clock).

Game sheets will be in managers' packets.

Teams are welcome to use the arena's music function but will need to bring their own phone and auxiliary adapter as these are not supplied by the arena.

**Only the Official Scorer, Timekeeper, and MC/Music are allowed in the penalty box during games.*

Stats

Will be updated as them come in on the FMMHA Website under our special events tab (https://woodbuffalohockeyleague.com/) linked will also be pinned on the Special events Facebook Page (FMMHA Special Events)

Game sheets

Each **home team** has the responsibility to ensure that game sheets are filled out correctly and submitted to the VP Admin:

a. Game sheets must be legible and filled out properly for any game. This includes providing the dates, team names, officials' names (Referee & Linesmen), division, tier and game number.
b. Game sheets CLEAR Photo must be sent to VP Admin with the Game Number as subject line.
c. Teams will be provided a maximum of one (1) warning should they fail to send a game sheet within the allotted time frame 1hr upon completion of game. If a second infraction occurs, the offending team will be awarded a loss by Tournament Chair's

Pictures of the Official Game Sheets (White Copy) MUST be emailed to the VP Admin (Jodyann McSkimming) at vpadmin@fmmha.com immediately after the game by the manager of the 'home' team.

Pictures are to include:

- Full game sheet
- Zoom in on home team
- Zoom in on away team

All Gamesheets must be signed by both coaches, referees, the scorer and the timekeeper.

The home team keeps the white copy, the away team keeps the yellow copy. Pink copies can be brought to tournament headquarters.

Ranking of Teams for Semi Finals / Finals

During the Round Robin Games, two (2) points will be awarded for a win, one (1) point will be awarded for a tie and Zero (0) points for a regulation loss.

If teams are tied in points after the Seeding Games, the following will determine the tie breaker:

1. The team with the most, wins.
2. Goals differential (goals for vs. goals against).
3. Team with the fewest penalty minutes.
4. Head to head record of teams tied.
5. Flip of a coin.

Respect in Sport

We encourage you to cheer for your team and have a good time, however, we want to remind everyone of Respect in Sport. If there are any questions or concerns, please call or text tournament Chair, **Ashley Saunders 780-370-4039**

PLEASE Remember this tournament is run strictly by volunteers who have dedicated a lot of their time organizing this. Referees are doing their best and may miss things. Please **DO NOT** yell at referees, **they could be someone's child too**.

Immediately following the end of game both teams will 'shake hands', then will line up on their respective blue lines. Coaches from each team will announce and hand out the Heart & Hustle and MVP awards to players on their own team.

Once awards have been presented, please exit the ice immediately

Medal Championship Games

ALL medal championship games will be 75 minutes long and will consist of 3 periods. All three periods will be **13- minutes STOP TIME**. This is to ensure time for OT, Shoot Outs and medal presentations.

The team with the most points will be the HOME team for each game. It is important to be checking the results to keep track of who is HOME and who is AWAY.

The timekeeper will place 3 minutes on the clock to start warm-up. At buzzer teams will have one minute to clear the ice of all pucks and line up for opening face off.

Starting players will line up on their respective blue lines after the warmup for singing of Oh Canada and Indigenous Land Acknowledgement. ***Coaches, please indicate your starting line up on the game sheet.***

Home team will be responsible for the time clock and scoresheet

Immediately following the end of game both teams will 'shake hands', then will line up on their respective blue lines. Coaches from each team will announce and hand out Medals with a tournament representative to players on their own team.

Once Medals have been presented, please get ready for team photo from representative then exit the ice immediately

Tie Breaker/Overtime in Medal Championship Games <u>ONLY</u>

All medal games will run an OT/Shootout format, therefore if there is a tie at the end of the 3rd period, teams will immediately line up for a 3 minute sudden death **<u>RUNTIME</u> overtime**. This will be a **3 on 3** format**.** Should a penalty occur during OT, the format will be 4 on 3. Minor penalties will be **3 min runtime**.

If there is still a tie, the game will continue to a sudden death shootout format until a winner is determined.

<u>Shoot Out Rules:</u>

- Coach to select the first 3 players.
- Shootout begins with the home team shooting first, followed by the opposing team and they will alternate shots.
- The shooter goes to the blue line and will shoot upon the official's signal.
- Goals will be added to the timeclock
- If after the first 3 shooters from both teams shoot and there is still a tie, the format will continue in sudden death.
- ***NOTE***: Shooters alternate until *ALL PLAYERS HAVE HAD A TURN TO SHOOT. COACHES MAY NOT ASK A PLAYER TO SHOOT A SECOND TIME UNTIL ALL PLAYERS HAVE HAD A TURN (IF APPLICABLE.)*

Let's make this a great weekend for all of our players and remember that teams are made both on and off the ice.