

# 2016 BIG NICKEL RULES

## 1. ELIGIBILITY >

Hockey Canada, Northern Ontario Hockey Association and Big Nickel Tournament Rules will be in effect. Players that meet the eligibility requirements of their respective branch will be considered eligible to participate in the tournament in the age group involved.

## 2. REGISTRATION >

Only those players registered with the Tournament Committee before the Tournament BEGINS are eligible to play for their respective teams. Player cards must be available at all games. Affiliated players from teams at a lower division of play may play for the higher division team, after the team at the lower level has been eliminated.

## 3. LENGTH OF GAMES >

- Peewee, Bantam, Midget round robin, quarter and semi final games > 3 x 13 stop time
- Championship Finals > 3 x 15 stop time

## 4. OVERTIME >

All games that end in a tie after regulation will play a 5-minute, 4-on-4 sudden victory overtime period after a two minute rest at the bench (teams do not change ends for the overtime period). If still tied, teams will participate in a 3-player shoot-out to determine a winner. The visiting team on the schedule will shoot first. If still tied after three shooters, a single-player sudden victory shoot-out will take place, with a different player than the three selected in round one of the shoot-out. The visiting team on the schedule will shoot first. If still tied after the first round of shots, a different player than those selected above will shoot and so on, until a winner has been declared.

## 5. POINT SYSTEM >

- Regulation time win = 3 points
- Overtime win = 2 points
- Overtime loss = 1 point

## 6. Round Robin Format - Play Off Structure >

PEEWEE and MIDGET:

All teams are guaranteed a four game series during the round robin portion of the tournament against selected opponents. Following the round robin portion of the tournament, teams are ranked first through fourth according to their round robin records, with fourth playing first, and third playing second in the semi final round. Winners of semi finals advance to championship final.

BANTAM:

All teams are guaranteed a four game series during the round robin portion of the tournament against selected opponents. Following the round robin portion of the tournament, teams are ranked 1<sup>st</sup> through 8<sup>th</sup> according to their round robin records, with 1<sup>st</sup> playing 8<sup>th</sup>, 2<sup>nd</sup> playing 7<sup>th</sup>, 3<sup>rd</sup> playing 6<sup>th</sup> and 5<sup>th</sup> playing 4<sup>th</sup> in the quarter final round. Following the quarter final round, winning teams are re-ranked according to their round robin record with 1<sup>st</sup> playing 4<sup>th</sup> and 2<sup>nd</sup> playing 3<sup>rd</sup>. The winners of the semi final round will advance to the Championship final in each division.

7. MERCY RULE >

The third period will revert to straight time if one team is winning by six goals or more at that point. If at any point during the third period the spread is reduced to three goals, game timing shall return to stop time at the subsequent drop of the puck.

8. TIED POSITIONS > Two teams

In the event that two teams are tied for a playoff position after the round robin series is completed, the following will apply in order of priority:

- (a) The winner of the round robin game involving the two tied teams will qualify.
- (b) Teams with the most wins will qualify (no distinction is made between a regulation-time and overtime win).
- (c) The team with the best goal average will qualify. The goal average is determined by dividing the total number of "goals for" by the total goals scored, with the team having the highest percentage advancing (ie. 10 goals for, 4 goals against; goal average is  $10/14 = 0.714$ ).
- (d) The team that scored the first goal in the game between the two teams qualifies.
- (e) If still tied, the team that received the least number of penalty minutes during round robin play will advance. All misconducts, including game and gross misconducts, carry a ten (10) minute recording of time.
- (f) Single coin toss.

TIED POSITIONS > Three or more teams

- (a) The team with the most wins will take the higher position (no distinction is made between a regulation-time and overtime win).
- (b) If still tied, the team with the best goal average (defined above) will take the higher position – as first place.
- (c) The team with the next highest goal average will take the next highest position – as second place.
- (d) The team with the next highest goal average will take the next highest position – as third place.
- (e) The team with the next highest goal average will take the next highest position – as fourth place.
- (f) If there is still a tie after (a) through (e), the team who received the least number of penalty minutes during the round robin portion of the tournament would take the higher position (GM or M = 10 mins, MP or GRM = 15 mins)
- (g) If two teams are still tied after (a) through (f) have been applied, a coin toss will determine the higher position. The coin toss will be performed by the Tournament Chairman in the presence of a representative from each team. The Chairman will assign which team is heads and which is tails.
- (h) If three or more teams are still tied after (a) through (f) have been applied, then the Chairman will place each team's name in a hat. The first team's name pulled will be the higher placed team and so on.

9. DISPUTES AND PROTESTS >

All disputes, protests or misunderstandings will be reviewed by the Tournament Committee. The Committee's decisions are FINAL. The Committee reserves the right to take further disciplinary action if deemed necessary. All suspensions will be levied in accordance with the 2016-2017 O.H.F. Minimum Suspension List.

10. OTHER >

All teams must be prepared to play at least 15 minutes prior to game time.