



DAKOTA COMMUNITY CENTRE

5/6 & 7/8 HOUSE LEAGUE TOURNAMENT

MARCH 4th – 15th, 2010

3 Games guaranteed

5/6 games March 4th - 7th

7/8 games March 8th – 15th

Playoffs for 7/8s

Snacks & drinks after every game for all players

Trophies or medals for all players

Cost for 5/6: \$350

Cost for 7/8: \$475

A completed registration form along with a copy of your team roster must be submitted along with payment. Those teams that submit their payment will get priority.

We will be taking 28 5/6 teams and 32 7/8 teams.

Note: Schedule revisions will ONLY be made to accommodate league playoff games. Games will not be rescheduled because of other tournament games, birthday parties, etc.

Due to the short notice of some playoff games, there may be changes to some teams' game times. While we try to avoid this situation, it can happen. Please be patient and know in advance this may occur. If it does happen, as much advance notice as possible will be given to the affected teams.

5/6 Tournament Rules

1. All games are full ice.
2. Running time for full hour with buzzer at every 3 minutes (clock will not stop).
3. Faceoffs only occur at shift change at centre ice.
4. When a goal is scored, puck is thrown into corner and play continues.
5. A coach from each team is required to be on the ice.
6. A parent or coach is required to run the clock.
7. If there is a need for double-shifting due to a shortage of players, all players are to be rotated through the line up.
8. In the event of teams wearing the same colours, the home team will wear pinnies (supplied by DCC).

7/8 Tournament Rules

1. All games are three 18 minute running time periods.
2. Buzzer will sound after 2 minutes for shift change.
3. No player may substitute for another player during a shift (change on the fly, injury, etc.)
4. All penalties must be served. Should the player's penalty not expire prior to his shift end, he will be required to stay in the penalty box until time served. At the next stoppage of play he may return to his players box. However, the on-coming shift will be allowed to ice the team at full strength.
5. No pulling of the goalie is allowed (end of game or delayed penalty calls)
6. A parent from each team is required to help time keep. Referees will be supplied.
7. In the event of teams wearing the same colours, the home team will wear pinnies (supplied by DCC).
8. Only those players listed on team rosters are allowed to participate.
9. Round robin games:
 - a. If a team is short players, double shifting of players will be allowed. **ALL PLAYERS ARE TO BE ROTATED EQUALLY THROUGH THE LINE UP.** Coaches are to advise the other team if they have to double shift prior to the start of the game. Time keepers are to keep track of players being double shifted. Failure to adhere to the spirit of this rule will result in a loss. No exceptions.
 - b. Win = 2 points, Tie = 1 point, Loss = 0 points
 - c. Top team from each pool will advance to the playoffs. If there are less than 8 pools, then wild card teams will fill remaining playoff spots.
 - d. Wild card teams (if required) will be determined by:
 - i. Total points
 - ii. Winner of game between tied teams (if they played each other)
 - iii. Goals for / against differential
 - iv. Coin toss
 - e. In the event of a tie in the pool standings, ties will be broken as follows:
 - i. Winner of game between tied teams
 - ii. Goals for / against differential
 - iii. Coin toss
10. Playoff games:
 - a. **NO DOUBLE SHIFTING ALLOWED. NO PLAYERS CAN BE CALLED UP TO PLAY. NO EXCEPTIONS.**
 - b. Tie games will result in sudden death overtime. First 2 minutes is 4 on 4. If no goal is scored then 3 on 3, 2 on 2, 1 on 1 and finally 1 on 1 with no goalies.
 - c. Prior to the start of the game, coaches are to number players 1 thru 11 on the game sheet that will participate in overtime. Numbers 1 -4 will play 4 on 4, etc. If a team has less than 11 skaters, no player can play again in overtime until all players on the team have played. The other team will be allowed to

cut their roster at the same point as the team that is short in order to keep the game fair and competitive.

- i. For example: Team A has 10 skaters. The overtime goes down to 1 on 1 with no goalie. Team A has now used up all their players. Team A is now allowed to put Player #1 back on the ice. Team B has 11 skaters and has not used up all their players yet. However, more than likely Player #1 on Team A will be a stronger player. Player #11 on Team B will more than likely be a weaker player. To keep the game fair, the coach from Team B has the option of putting their Player #1 back on the ice to face Team A's Player #1 for the 1 on 1.

