

# Buster Harvey

## Memorial Tournament Rules

1. All round robin games in U11 and U13 games will consist of three periods, 12 minutes each, stop time unless a 5 goal or more differential exists. If a 5 goal differential or more exists at any time, the clock will run straight time until the goal differential is back down to 4 or less or the game ends.
2. Minor penalties will be 2 minutes, major penalties will be 5 minutes and misconducts 10 minutes, if the clock is running at stop time. If a game goes to straight time, minor penalties will be 3 minutes, major penalties will be 7 minutes, and misconducts will be 12 minutes.
3. Home teams are instructed to wear DARK jerseys and visiting teams instructed to wear WHITE.
4. U13 Quarter Final and Semi-final game will consist of 2 x 15 minute periods, stop time. There will be a flood between periods.
5. U13 Finals will be 3 x 12 minute periods with a flood between each period.
6. U11 Semi-final and championship games will consist of three periods, 12 minutes each, stop time. There will be a flood between the 2<sup>nd</sup> AND 3<sup>RD</sup> periods.
7. There will be a 3-minute warm-up immediately before each game.
8. Tied round robin games will remain ties. They will not go to overtime or a shootout. Each team will be awarded one point for the tie.
9. (U13) Top team in each division will gain a playoff berth to the quarter finals. They will be seeded 1 thru 4 based on the tie breaker formula.
10. (U13) The last four spots (#5, #6, #7, #8) will go to wildcard teams. These are teams not finishing in 1<sup>st</sup> in their respective divisions. Wild card rankings are not per division but ranked on results from all tournament U13 teams. Tie breaker formulas will apply. **A wildcard team cannot be ranked ahead of a division winner.**
11. (U11) At the conclusion of the round robin, the top team in each division will gain a playoff berth to the semi-finals. Tie breaker formula will apply.
12. Playoff Format – Quarter-Finals (U13)
  - 12.1.1. Quarterfinal # 1: 1st seed vs. lowest seed not already played against
  - 12.1.2. Quarterfinal # 2: 2nd seed vs. lowest remaining seed not already played against
  - 12.1.3. Quarterfinal # 3: 3rd seed vs. lowest remaining seed not already played against

12.1.4. Quarterfinal # 4: 4th seed vs. lowest remaining seed not already played against

13. Playoff Format – Semi-Finals (U13)

- 13.1.1. Semi-final # 1: Highest remaining seed vs. Lowest remaining seed not already played.
- 13.1.2. Semi-final # 2: Other two remaining seeds.

14. Playoff Format – Semi-Finals (U11)

- 14.1.1. Semi-final # 1: 1<sup>st</sup> seed vs. 4<sup>th</sup> seed
- 14.1.2. Semi-final # 2: 2<sup>nd</sup> seed vs. 3<sup>rd</sup> seed

15. Playoff Format Final (U11 and U13): Winner Semi-final # 1 vs. Winner Semi-final # 2

16. (U13) Tied quarter-final games and semi-final games will go to a 5 minute, sudden-death overtime, 4 on 4.

17. (U11) Tied Semi-final and Final games will go to a 5 minute, sudden-death overtime, 4 on 4.

18. (U13) Tied final game will go to a 10 minute, sudden-death overtime, 4 on 4.

19. If any of the quarter-final, semi-final or final games are still tied after sudden death overtime the following format will be undertaken.

- a) If the game is still tied, it will be resolved by a shootout consisting of three shooters per team. List of shooters MUST be given to referee before start of shootout.
- b) In the event of a shootout, visiting team shoots first
- c) If still tied after three shooters, the shootout will continue, one player per team, until one team wins (sudden-death victory).
- d) In shootouts, each team must use every skater once before any player can shoot a second time.

20. For round robin play, Ice will be resurfaced after each game.

21. Teams must be ready to go 15 minutes prior to each game time and will go out for the warm-up immediately after the resurfacing. Games may begin 15 minutes in advance of scheduled start times, but will not begin any more than 15 minutes in advance.

22. At the end of each game, players are to line up at their respective blue lines. Coaches will pick the game MVP from their team and inform the timekeeper. Players must clear the ice immediately after the MVP awards are distributed.

23. At no point in any game will the scoreboard show a margin of greater than 7 goals.

24. A maximum goal differential for the purpose of breaking a tie in the standings will be 7 goals per game. For example: If a team wins 12-0 they would only be credited with a +7.

25. Teams will only be permitted one 30 second timeout per game for Quarter-final, Semi-Final and Final playoff games. No timeouts allowed for round-robin play. No timeouts allowed in overtime.
26. There will be a discipline committee to enforce the Hockey New Brunswick Minimum Standards for Discipline. Should there be any discipline issues for your team please contact your rink coordinator or Ray Arseneau at 506-451-3797. Suspensions are issued by the HNB suspension coordinator and not by tournament officials.
27. All out of province teams must present their travel permit at the registration desk upon their arrival prior to commencement of their first game.

# Buster Harvey Memorial Tournament Rules Tie Breaker Rules

The tie breaking rules for the Buster Harvey Tournament are based on the "NBMHC Provincial Championship Guidelines" which can be found at:

<http://www.hnb.ca/en/minor-hockey/provincials/provincial-guidelines> english

<http://www.hnb.ca/fr/hockey-mineur/championnats-provinciaux/lignes-directrices> francais

## Tie Breaking Sequence

### Two Teams Tied

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the semi-final and final games are played.

1. The winner of the round robin game between the two tied teams gains the higher position.
2. The team with the most wins in the round robin gains the higher position.
3. If the two teams are still tied after (1) and (2) have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against. NOTE: All round robin games are included.

Example: For = 10 goals against = 4 goals

Percentage:  $10/10+4 = .714$

NOTE: The higher percentage gains the higher position

NOTE: Ratio to be calculated to 3 decimal places.

4. If the two teams are still tied after (#1), (#2) and (#3) have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.
5. If the two teams are still tied after (#1), (#2), (#3) and (#4) have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.
6. If the two teams are still tied after (#1), (#2), (#3), (#4) and (#5) have been applied, a single coin toss will determine which team gains the higher position.

### **Three or More Teams Tied**

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker

1. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.
2. The team with the most wins, in games among the three teams, would gain the highest position. If teams are still tied after (#1) has been applied, then the team with the best goal average, gains the highest position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by total number of goals for and against.

NOTE: All round robin games are included

Example: For = 10 goals against = 4 goals

Percentage  $10 \div 4 = .714$

NOTE: The highest percentage gains the highest position(s).

NOTE: Ratio to be calculated to 3 decimal places.

The exercise of (#2) establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker."

Example:

- A. Team A - .714 = 1 seed - Advances  
Team B - .500 = 3 seed – Does not advance Team C - .650 = 2 seed – Advances
  - B. Team A - .714 = 1 seed – Advances  
Team B - .500 = Still tied with team C – go to next step (#3). Team C - .500 = Still tied with team B – go to next step (#3).
  - C. Team A - .650 = Still tied with team B – go to next step (#3). Team B - .650 = Still tied with team A – go to next step (#3). Team C - .500 = Does not advance
3. If teams are still tied after (#1) and (#2). The team with the fewest goals against (all round robin games played) will gain the highest position.