

Buster Harvey

Memorial Tournament Rules

1. All preliminary and quarter final (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 Semi-final and championship games will consist of three periods, 15 minutes each, stop time. The ice will be resurfaced between the 2nd and 3rd periods.
5. U11 Semi-final and championship games will consist of three periods, 12 minutes each, stop time.
6. There will be a 3-minute warm-up immediately before each game.
7. 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.
8. (U13) Top team in each division will gain a playoff berth to the quarter finals. They will be seeded 1 thru 6 based on the tie breaker formula.
9. (U13) The last 2 spots (#7,#8) will go to two wildcard teams. This is the top 2 teams not finishing 1st in their respective divisions. Tie breaker formulas will apply. The wild card teams are automatically seeded 7th and 8th. This will be adjusted if teams have already played each other in round robin play.
10. (U11) At the conclusion of the round robin, top team in each division will gain a playoff berth to the semi-finals. Teams will be seeded 1 thru 4 based on tie breaker formula if necessary
11. Playoff Format – Quarter-Finals (U13)
 - 11.1.1. Quarterfinal # 1: 1st seed vs. lowest seed not already played against
 - 11.1.2. Quarterfinal # 2: 2nd seed vs. lowest remaining seed not already played against
 - 11.1.3. Quarterfinal # 3: 3rd seed vs. lowest remaining seed not already played against

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

12. Playoff Format – Semi-Finals (U13)

Teams will not be re-seeded for semi finals

12.1.1. Semi-final # 1: Winner of 5v4 vs winner 8v1.

12.1.2. Semi-final # 2: Winner of 6v3 vs winner 7v2

13. Playoff Format – Semi-Finals (U11)

13.1.1. Semi-final # 1: 1st seed vs. 4th seed

13.1.2. Semi-final # 2: 2nd seed vs. 3rd seed

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

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

16. Tied semi-final and final games will go to a 10 minute, sudden-death victory overtime, 4 on 4.

17. 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.

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.

18. Ice will be resurfaced after each game. In the semi-final (U13 only) and championship games, the ice will be flooded before the game as well as between the 2nd and 3rd periods.

19. 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.

20. 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.

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

22. 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.

23. Teams will only be permitted one 30 second timeout per game for Semi-Final and Final playoff games. No timeouts allowed for round-robin or quarter final play. No timeouts allowed in overtime.
24. 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. Once the incident has been identified and documented on the game sheet the incident will be sent to Hockey NB suspension coordinator for ruling. The tournament committee has no involvement in suspension decisions.
25. 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.