



### **HERITAGE CLASSIC BOYS TOURNAMENT RULES:**

1. No body checking. Players will be assessed a penalty based on the severity of the infraction.
2. All games will be played within the rules of the **Winnipeg High School Hockey League** with the following changes to the game format listed below.
3. The tournament will consist of two (2), four (4) team pools which will play a round robin format. Points will be awarded based on 2 points for a win, 1 point for a tie, and 0 points for a loss. Teams will be ranked 1 through 4 in their respective pools according to their points earned in round robin play. The playoffs will consist of 1<sup>st</sup> vs 1<sup>st</sup> for the championship and 2<sup>nd</sup> vs 2<sup>nd</sup> for 3<sup>rd</sup>.

<https://www.mhsaa.ca/tournaments/view/7186/glenlawn-boys-heritage-classic/>

4. In the event of a tie in the standings between teams, the following format applies:
  - a. Head-to-head
  - b. Least goals against
  - c. The team that scored the earliest goal in its first game of the tournament
  - d. A coin toss.
5. In the playoff round, the home team will be determined by the above tie breaker.
6. **GAME PROCEDURES:** The games will consist of two periods of twelve (12) minutes and a fifteen (15) minute final period. (no flood between periods) All game periods are stop time. In the third period with a score difference of five (5) goals or more, the clock will be left on running time for the duration of the game, unless the difference in the score becomes less than 5, at which time the game will revert to stop time.
7. **OVERTIME:** **There will be no overtime in round robin games.** All playoff games will be played to a win. After a two (2) minute timeout, there will be one ten (10) minute stop time sudden death 3 on 3 overtime period. (WHSHL OT rules will be followed) If the game remains tied there will be a shootout in a best of three (3) between both teams. Three (3) players will be chosen by the coaches to shoot. The visiting team shoots first. At the end of three (3) shooters if the tie remains, a sudden death shoot out will continue. If one player is successful and the other is not, the win is awarded to the successful player's team. All players must be used before being able to repeat a shooter.
8. All on-ice calls by the referee are final.
9. There is absolutely NO WARM-UPS to be done on the main floor.

10. Due to tight timelines with the changeover of the dressing rooms, teams are asked to vacate the rooms within 20 minutes. Dressing rooms will be available 30 minutes prior to your game, there is no room in the club for multiple teams in the foyer, so please ask your players not to arrive early.