

THE LARRY RING - FALL CLASSIC

TOURNAMENT RULES – ALL DIVISIONS

- This tournament is sanctioned by the Winnipeg Minor Hockey Association. Games will be played under WMHA rules and regulations with the following exception:
- SR-15 “Mercy Rule”. This rule will not be utilized in the Round Robin Segment, as “goals-for” and “goals-against” may determine a team’s final standing in the Round Robin portion of the tournament. Therefore, all tournament games will consist of 3 periods (12, 12 & 15 minutes in length each) Stop Time.

ROUND ROBIN PLAY POINTS SYSTEM

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| • The winner of each period receives | 2 points |
| • In the event of a period tie, each team receives | 1 point |
| • A team that earns a shutout earns | 1 point |
| • The game winner receives | 6 points |
| • In the event of a Tie Each team receives | 3 points |
| • Total points available for a team are | 13 points per game |
- In the event of a Tie in Team’s Total Standing Points which determines the next pool game: Point ties will be determined first by Points, then by the # of Win/Ties/Losses, Head to Head Wins and then by Goals Against, then Goals For

HOME TEAM - The Home Team will be identified on the teams draw. The Home Team will wear **COLOURS** (away team will wear WHITE)

PLAYERS - All players will be registered with the WMHA. Non-registered players will NOT be allowed to play. All players must be dressed and fully ready 15 minutes prior to their scheduled start time.

OVERTIME PROCEDURE

- **THERE WILL BE NO OVERTIME, EXCEPT IN SEMI-FINAL & FINAL PLAYOFF GAMES WITH THE WINNER ADVANCING OR WINNING THE CHAMPIONSHIP GAMES**
- Overtime periods will be **SUDDEN DEATH PLAY**
- Only the 7 identified Skaters, plus the Goalie, listed on the game sheet will be your team’s overtime players. **Please ensure that you identify your overtime players by numbering them on the game sheet**
- Each overtime shift will be 2 minutes in duration.
- On the first overtime shift, **SKATERS # 1, 2, & 3 AS WELL AS THE GOALIE, WILL PLAY**
- The second overtime shift, **SKATERS # 4 AND 5, AS WELL AS THE GOALIE, WILL PLAY**
- The third shift will be **SKATER # 6 WITH THE GOALIE**
- The final shift will consist of **SKATER # 7 WITH NO GOALIE AND WILL CONTINUE UNTIL A GOAL IS SCORED.**
- All players including goalies must play their entire shift, with **NO substitutions!**

PENALTIES IN OVERTIME

- Any penalties assessed in overtime will result in a penalty shot.
- A penalty assessed in Regular time which extends into overtime will be carried-over to the overtime shift. If the offending skater is # 1, 2, or 3 (first overtime shift) that player will serve the remaining penalty time. If the offender is not skater # 1, 2, or 3 the team coaching staff will decide which one of the three skaters will serve the remainder of the penalty. Should the penalty extend into the second overtime shift (double minor, major, major penalty), the team coaching staff will determine which skater from the next overtime shift (skater # 4 or # 5) will serve the remaining penalty time.
- On completion of the penalty the skater will leave the penalty box and resume play.
- Any violation of the playoff rules will result in an immediate ending of the game & the non-offending team will be awarded the win regardless of the score at the time.

EQUIPMENT - All required gear, mouthguards no longer mandatory. Teams will also provide their own pucks.