

Jimmy Welch Memorial Tournament Information & Rules

First, we would like to thank you for participating in our Jimmy Welch Memorial Tournament. This is our 19th year hosting this event and we hope that everyone has an exciting and fun packed weekend.

GENERAL INFORMATION

We will be playing at the Campus of Berkshire School. At Berkshire School all visitors must use the west (left side of the facility), the north (back of the facility), and the south parking lots. There is easy access to the facility from those areas. Vehicles can briefly stop in front of the facility for player drop-off and pick-up ONLY. Please do not park in the buses only lane on the right side of the building. The facility has two levels. The lower level consists of the rinks, locker rooms and skate sharpening. Locker rooms are restricted to players, coaches, officials, and parents of those younger players who need help dressing up. On the upper level there is the main walkway with access to viewing areas. Photo, t-shirt, raffles tables, and the concessions are found on this level.

We will have E.M.T. personnel on site during games.

GAME SHEETS

- Game sheets will be provided for each team prior to the start of each game.
- It will be up to the coaches to verify the game sheet rosters prior to the start of each game.

PENALTY BOX

Each team must provide a penalty box attendant during the game

CONFLICT OF JERSEY COLOR

Teams must bring two jerseys of different colors for each player. In the event that two teams have the same color jerseys the HOME team (team appearing first on the schedule) will wear their light colored jersey and the AWAY team will wear dark colored jersey.

GAME START TIME

All attempts will be made to start games on time. Due to mercy rules and other factors each team must be ready to play 20 minutes prior to the scheduled start time. The Squirt level will play 12 minute periods and the PeeWee level will play 15 minute periods. Ice resurfacing will be done at the start of each game.

TIME OUTS

Time outs will only be allowed during the CHAMPIONSHIP GAMES. Each team will receive a one minute time out at any time during the game.

MERCY RULE

A mercy rule will apply in any game if there is a difference of 6 or more goals between the teams during the 3rd period. Running time will commence for the remainder of the game. In the event that the team from behind comes within 3 goals, stop time will resume for the remainder of the game.

PENALTIES

All minor penalties will be assessed at 1:30 minutes in the Squirt division.

All minor penalties will be assessed at 2:00 minutes in the PeeWee division.

All major penalties will be assessed at 5:00 minutes.

Misconduct will have a 10:00 minute penalty.

Any player that accumulates FOUR penalties in one game will be ejected from the game and that player will be suspended for the next game.

Any major penalty for fighting* will result in the player(s) automatic suspension for the remainder of the tournament.

*NOTE: Absolutely NO FIGHTING will be tolerated during games in this tournament. Referees are instructed to eject from a game any player who engages in fighting regardless of provocation.

GAME SCORING

All wins shall count as 2 points.

All ties shall count as 1 point.

A loss shall count as 0 points.

The two teams within their division with the highest number of points will play in the Championship Game on Sunday, February 2nd.

In the event that teams are tied for points, the following tie breaker rules will apply:

Total points

Head to Head

Least goals scored against

Most goals scored for

Lowest penalty minutes

Coin toss

**Should there be a 3 way tie, once the 3 way tie is broken, if 2 teams remain tied, go back to top of tie breakers.*

CHAMPIONSHIP GAME - TIE BREAKING RULES

Should the conclusion of a championship game end in a tie score, the following steps will be followed to determine the placement of finish:

Coaches will be required to choose 10 different shooters prior to the start of the championship game. Coaches should determine their first 5 shooters, then their second five shooters.

First attempt at breaking a tie will be an immediate 5 minute sudden death period (first goal wins).

If the game remains tied at the end of the 5 minutes, then we will have a 5 player shoot-out (coaches will have predetermined their first five shooters)

If the game remains tied at the end of the first 5 player shoot-out, we will have another shoot-out with the second group of five shooters.

Repeat the 5 player shoot-out until one team wins.