



Tournament Information

Welcome to the Annual Bradford Bulldogs Blue & Gold Classic Hockey Tournament in Bradford, Ontario Sept 30-Oct 2, 2011. All games will take place at [Bob Fallis Sports Centre](#) and [Bradford & District Memorial Community Centre](#).

Tournament will consist of 5 divisions:

Novice AE	2003/2004
Minor Peewee A	2000
Peewee AE	1999/2000
Minor Bantam A	1998
Bantam A	1997/1998

Format of Tournament:

- Maximum of 4 or 6 teams per division. Each team is guaranteed 3 games. Only exception is the Novice AE Division. Novice AE has 6 teams. There will be (1) division of 6 teams, with the top 4 teams in division advancing to a semi final. 1st place team in division will play 4th place team in division & 2nd place team in division will play 3rd place team in division. Winners of semi finals will play in championship game.
- Maximum of 17 players and 2 goalies may be registered per team. A maximum of 15 players plus 2 goalies can be dressed per game. Players can only register & play in one division.
- In the 4 team divisions a round robin format will be done. Top 2 teams in the division will play in the Championship Final Sunday.
- In the 6 team divisions the top 2 teams will play in the Championship Final Sunday.
- ****All teams will play one game Friday with 2 games Saturday & finals Sunday except in the Novice AE division whereby semi finals will take place Sunday morning!***

Further Information:

- Teams MUST present Approved Roster Sheets & Travel Permits or letter of permission.
- Coaching staff will be required to register 60 minutes before 1st game & 45 minutes prior to other games.
- Tournament Committee will designate home teams
- Home teams will wear a light colour jersey. If a conflict arises regarding jersey colours, the VISITING team will change jerseys.(conflict sweaters will also be available at tournament office)
- Players & Coaches must be in their dressing rooms 30 minutes prior to their game time.
- Teams must be ready to play up to 15 minutes prior to their scheduled time.
- Dressing rooms must be vacated within 20 minutes of game completion.
- A 3 minute warm-up will be allowed after the ice is cleaned. Clock will be start at 13 minutes. At the 11 minute mark, TIMEKEEPER WILL BUZZ CLOCK & TEAMS WILL HAVE ONE MINUTE TO GATHER PUCKS & BE READY OTHERWISE CLOCK MAY RUN UNTIL REFEREES DROP PUCK. Players will shake hands at beginning of game.

Tournament Rules

- OMHA Rules will apply
- All games will consist of 3 x 10 minute periods stop time except for the Minor Bantam A & Bantam A divisions. These divisions will consist of 2 x 10 & 1 x 15 stop time periods. If there is a 4 goal spread in the 3rd period, clock will run in the last 5 minutes. If goal spread goes back to 3, clock will stop. Only for round robin games.
- No timeouts in round robin play. One (1) minute timeout will be allowed for each team in the Championship Game.
- 2 Points for win, 1 point for a tie, 0 points for a loss

Tie Breakers

In the event of a tie in the standings, the final results will be decided by:

- a) Results of their head to head game(win or loss) Applies for round robin games. **If 3 or more teams tied go to b).**
 - b) Most total wins
 - c) Goal differential. The team with the highest tournament goal average. This is determined by the total goals scored/ total goals for & against. EXAMPLE: Team 1 scores 10 goals and gives up 14. $10/24=.417$
 - d) Least amount of penalty minutes
 - e) Most goals scored
 - f) Fewest goals allowed
 - g) In a 6 team division, first tie breaker will not include a) unless the 2 teams that are tied have played each other.
 - h) For Championship game in case of a tie, there will be a 4 on 4 3 minute running time period. Last 30 seconds stop time. If still tied, a 3 on 3, 3 minute running time period, last 30 seconds stop time. If still tied, a 2 on 2, 3 minute running time period, last 30 seconds stop time. If still tied a 1 on 1, 3 minute running time period, last 30 seconds stop time will occur. If still tied the 1 on 1 format still applies until someone scores.
- Game Forfeits will result in a 1-0 win.
 - A major fighting or gross misconduct penalty will result in player suspension from tournament.
 - Any team official (coach, trainer or manager) ejected from a game will also be suspended for the remainder of the tournament.
 - Coaches are responsible for team conduct while their team is at the Arena.
 - Any disputes will be settled by the Tournament Committee and all decisions will be final