



RIDGE MEADOWS MINOR HOCKEY
REMEMBRANCE DAY CLASSIC
NOVEMBER 9 - 13, 2023

GENERAL

All players and team officials listed on the team rosters must be registered with their respective associations and properly insured for this tournament. The Tournament Organizers, Ridge Meadows Minor Hockey Association, Planet Ice Maple Ridge and Pitt Meadows Arenas assume no responsibility for injuries caused to game officials, spectators, players, or team officials while participating in this tournament. The above parties also assume no responsibility for lost game time due to unforeseen events such as power failures or any other emergencies.

There will be no refund of the entry fee should your team withdraw after the registration deadline, unless another team can be found to fill your spot. The roster shall be handed in prior to the start of the first game, and must include any eligible affiliated players that might play.

Team officials are to report to the Tournament Office at least thirty (30) minutes before their scheduled game time and are responsible for verifying the team roster and identifying jersey colour conflicts.

Team managers are responsible for updating their rosters in HiSports thirty (30) minutes prior to their scheduled game. If your team does not have access to HiSports due to being outside of the PCAHA or experiencing technical difficulties please report to the Tournament Office.

Home Team will wear light jerseys and the visiting team will wear dark unless otherwise agreed to by both teams. The designated home team is responsible for changing game jerseys if a colour conflict exists. All players, including the goaltender, must be wearing jerseys with a Stop Sign Patch on it, and in the designated placement. Proper CHA approved gear, including neck guards, must be worn at all times. Game pucks will be supplied by the home team.

Teams are responsible for the security of their change rooms and personal belongings. Please ensure that you bring your own lock for the change rooms. Team officials will be responsible for the conduct of their players and parents on and off the ice and for ensuring their dressing rooms are left in a neat and orderly condition. Any damage caused by the players, parents or team officials will be billed to the team or Association responsible.

The tournament committee reserves the right to alter and enforce any rule deemed necessary to operate the tournament in a safe, timely and efficient manner.

U13 PAPADATOS and BETTS GROUPS

GAME FORMAT - Round Robin

Round robin three(3) game guarantee vs teams in your Pool. All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. All games are 1 hour 30 minutes. (15/15/half time remaining - stop time). No Overtime or Shoot Out will be played.

Each Pool will then be seeded to play a quarter final crossover game as follows:

Papadatos #1 vs Betts #4 - Game #94

Papadatos #2 vs Betts #3 - Game #91

Papadatos #3 vs Betts #2 - Game #90

Papadatos #4 vs Betts #1 - Game #93

Home team will be the highest seeded team from the round robin.

All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. Where ice allocation allows, all quarter final games are 1 hour 30 minutes. (15/15/half time remaining less 5 min for OT - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

SEMI FINALS

Winner Game #90 vs Winner Game #94

Winner Game #91 vs Winner Game #93

Home team will be the highest seeded team from the round robin.

Where ice allocation allows, all semi final games are 2 hours (15/20/20 - stop time, with an ice clean halfway thru the second period). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

FINALS

Winner Game #102 vs Winner Game #103

Home team will be the highest seeded team from the round robin.

Winner of Semi Final Games (102 and 103) will play for Gold and Silver. All final games are 2 hours (15/20/20 - stop time, with an ice clean halfway thru the second period). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

U11 HUNT and MORRISON GROUPS

GAME FORMAT - Round Robin

Round robin three (3) game guarantee vs teams in your Pool. All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. All games are 1 hour 15 minutes. (15/15/half time remaining - stop time). No Overtime or Shoot Out will be played.

Each Pool will then be seeded to play a quarter final crossover game as follows:

Hunt #1 vs Morrison #4 - Game #62

Hunt #2 vs Morrison #3 - Game #63

Hunt #3 vs Morrison #2 - Game #65

Hunt #4 vs Morrison #1 - Game #64

Home team will be the highest seeded team from the round robin.

All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. Where ice allocation allows, all quarter final games are 1 hour 15 minutes. (15/15/half time remaining less 5 min for OT - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

SEMI FINALS

Winner Game #62 vs Winner Game #65

Winner Game #64 vs Winner Game #63

Home team will be the highest seeded team from the round robin.

Where ice allocation allows, all semi final games are 1 hour 30 minutes (15/15/15 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

FINALS

Winner Game #86 vs Winner Game #87

Home team will be the highest seeded team from the round robin.

Winner of Semi Final Games (86 and 87) will play for Gold and Silver. All final games are 1 hour 30 minutes (15/15/20 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

U11 ROBERTS and FLAMES GROUPS

GAME FORMAT - Round Robin

Full round robin, four (4) game guarantee. All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. All games are 1 hour 15 minutes. (15/15/half time remaining - stop time). No Overtime or Shoot Out will be played.

Each Pool will then be seeded to play a semi final crossover game as follows:

SEMI FINALS

Roberts #1 vs Flames #2

Roberts #2 vs Flames #1

Home team will be the highest seeded team from the round robin.

Where ice allocation allows, all semi final games are 1 hour 30 minutes (15/15/15 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

FINALS

Winner Game #92 vs Winner Game #96

Home team will be the highest seeded team from the round robin.

Winner of Semi Final Games (96 and 92) will play for Gold and Silver. All final games are 1 hour 30 minutes (15/15/20 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

BARTLEY GROUP

GAME FORMAT - Round Robin

Full round robin, four (4) game guarantee. All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. All games are 1 hour 15 minutes. (15/15/half time remaining - stop time). No Overtime or Shoot Out will be played.

The Pool will then be seeded to play a quarter final game as follows:

Bartley #1 bye to Semi Final Game #95

Bartley #2 bye to Semi Final Game #97

Bartley #3 vs Bartley #6 - Game #83

Bartley #4 vs Bartley #5 - Game #84

Home team will be the highest seeded team from the round robin.

All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. Where ice allocation allows, all quarter final games are 1 hour 15 minutes. (15/15/half time remaining less 5 min for OT - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

SEMI FINALS

Bartley #1 vs Winner Game #84

Bartley #2 vs Winner Game #83

All semi final games are 1 hour 30 minutes. (15/15/15 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

FINALS

Winner Game #95 vs Winner Game #97

Home team will be the highest seeded team from the round robin.

Winner of Semi Final Games (95 and 97) will play for Gold and Silver. All final games are 1 hour 30 minutes (15/15/20 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

NEELY GROUP

GAME FORMAT - Round Robin

Full round robin, four (4) game guarantee. All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. All games are 1 hour 15 minutes. (15/15/half time remaining - stop time). No Overtime or Shoot Out will be played.

The Pool will then be seeded to play quarter final games as follows:

Neely #1 bye to Semi Final Game #100

Neely #2 bye to Semi Final Game #101

Neely #3 vs Neely #6 - Game #88

Neely #4 vs Neely #5 - Game #89

Home team will be the highest seeded team from the round robin.

All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. Where ice allocation allows, all quarter final games are 1 hour 15 minutes. (15/15/half time remaining less 5 min for OT - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

SEMI FINALS

Neely #1 vs Winner Game #89

Neely #2 vs Winner Game #88

All semi final games are 1 hour 30 minutes. (15/15/15 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

FINALS

Winner Game #100 vs Winner Game #101

Home team will be the highest seeded team from the round robin.

Winner of Semi Final Games (100 and 101) will play for Gold and Silver. All final games are 1 hour 30 minutes (15/15/20 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

U11 LADD GROUP

GAME FORMAT - Round Robin

Full round robin, four (4) game guarantee. All teams are to be prepared to play 15 minutes prior to their scheduled ice time. Each team will be allowed a 5 minute warm up. All games are 1 hour 15 minutes. (15/15/half time remaining - stop time). No Overtime or Shoot Out will be played.

Each Pool will then be seeded to play a Semi Final game as follows:

SEMI FINALS

Ladd #1 vs Ladd #4 Game 99

Ladd #2 vs Ladd #3 Game 98

Home team will be the highest seeded team from the round robin.

Where ice allocation allows, all semi final games are 1 hour 30 minutes (15/15/15 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot.

FINALS

Winner Game #99 vs Winner Game #98

Home team will be the highest seeded team from the round robin.

Winner of Semi Final Games (98 and 99) will play for Gold and Silver. All final games are 1 hour 30 minutes (15/15/20 - stop time). If the game is tied a 5 minute sudden death stop timed overtime period will be played 3 on 3. If no one scores a 3 round shoot out will take place. If the game remains tied a sudden death single round shoot out will continue until a winner is determined. Players may not shoot a second time unless the entire roster has shot

GAME MVPs

A game MVP will be selected from each team by their respective coaching staff at the conclusion of each game.

POINT SYSTEM

Scoring in the round-robin play will be based on two (2) points for a game win, one (1) point for a game tie and zero (0) points will be awarded for a game loss. No overtime will be played.

Round Robin Play: A team can only win by a 6 goal differential. For example if a team wins 10-0, they will be recorded as winning the game 6-0.

TIE BREAKERS

Team standings will be determined after the round-robin with ties being resolved by the following tiebreakers as specified below:

- a) The winner of the round-robin game between tied teams (Head to Head).
- b) Most game wins.
- c) Least game losses.
- d) Fewest "goals against" between the tied teams.
 - I. in the event of a tie in the Neely/Bartley Groups where teams have not played against each other in the round robin. Total round robin "goals against" will be used.
- e) Greatest number of "goals for" between the tied teams
 - I. in the event of a tie in the Neely/Bartley Groups where teams have not played against each other in the round robin. Total round robin "goals for" will be used.
- f) Least penalty minutes between the tied teams.
 - I. in the event of a tie in the Neely/Bartley Groups where teams have not played against each other in the round robin. Total round robin penalty minutes will be used.
- g) Coin toss if a), b), c), d), e) or f) do not break tie.

In the event of a 3-way tie, if any team(s) are deemed to have a higher standing than the other(s) using b), c), d), e) or f), the determination of which of the remaining two teams ranks higher will revert back to comparing the two remaining teams using a).

All games will be governed by Hockey Canada, BC Hockey and P.C.A.H.A. rules and regulations.

Any player receiving a gross misconduct or a match penalty will be suspended for the balance of the tournament. Team officials receiving a game misconduct will be suspended from the tournament. It is the sole responsibility of the team coaches and team managers to ensure that ineligible players do not play. Playing an ineligible player may result in the entire team being disqualified from the tournament.

Referee's Decisions: Please remember that there will be **ZERO TOLERANCE** for verbal or physical abuse of our referees. The referee's decision is FINAL and no protests or appeals will be accepted after the game in regards to on ice decisions. If a team has serious concerns or complaints regarding game officials, they are to submit these concerns in writing on their association letterhead, signed by their association president. A copy of the game sheet should accompany this letter.

Abuse of Officials or Spectators: If anyone is deemed to be abusive to other spectators, players, officials or committee volunteers, they will be asked to leave the premises.

Scheduling: If the tournament gets behind schedule, the tournament coordinators at his/her discretion can and will adjust the remaining times and that decision is final.

Mercy Rule: If at any time during a game, one team is six (6) goals ahead, the game will be played on running time, with minor penalties being 3 minutes in length. Should the team behind score to narrow the spread to five (5) goals then the game reverts to stop time.

The Tournament Committee reserves the right to expel any team from the tournament who they feel is purposely “running” up the score. We want to create a fun and competitive environment and not discourage players from wanting to play hockey!

ANY QUESTIONS REGARDING THESE RULES MUST BE DISCUSSED WITH THE TOURNAMENT COORDINATORS PRIOR TO THE BEGINNING OF THE TOURNAMENT. HAVE FUN AND ENJOY THE TOURNAMENT!