

# Welcome message

## Welcome to the 45th Kitchener Oktoberfest tournament.

It is with great pleasure that I welcome you to Kitchener. This year's Oktoberfest tournament promises to be our best! With 114 Atom level teams we hope to share the joy of Hockey with all of your players. This year saw Kitchener host Rogers Hometown Hockey for the second time. Rogers Hometown Hockey is all about building community, and we strive to build the Atom Hockey community every year. This tournament serves as a rallying place for young teams to have some of their first tournament experiences. During these tournaments you will do so much more than play hockey. You will meet others that share your passion, you will look across the faceoff circle and see your opponent steely eyed and ready to challenge you, and you will build bonds with your teammates that you cannot soon forget. During October our great city celebrates in the spirit of *Gemlichkeit* — a spirit of brotherhood or friendliness — and we share it through hockey. The Kitchener Oktoberfest tournament has engendered this spirit for 44 years, and this season we continue to build on it. In 2018 we again partner with the Bingeman's Funworks and Boston Pizza King Pin to provide wonderful non-hockey experiences for all tournament participants.

Kitchener Minor Hockey and all of our teams wish you a fantastic tournament and a great time in Kitchener.

Yours in hockey,

Tom Graham

President/Tournament Chairperson

Kitchener Minor Hockey Association

## TOURNAMENT RULES

### >> Kitchener Minor Hockey Association • October 19-21, 2018 45th Annual Oktoberfest International Atom Tournament

It is the prime objective of the Oktoberfest International Atom Tournament Committee, Sponsors and Volunteers to provide an exciting, fun-filled and competitive Hockey Tournament for participants, teams and fans.

Kitchener Minor Hockey Association firmly believes that all players, coaches and team officials have the right to participate and compete in a tournament free of harassment. Therefore the Tournament operating committee will not tolerate any abusive or unsportsmanlike behaviour directed at any individual involved in the Tournament.

It is the responsibility of each Coach and Coaching Staff to ensure that all team members behave in a respectful

manner at all times while at the Tournament. Parents and fans will also be held to a high standard and shall be required to act in a Sportsmanlike and respectful manner.

We thank all participants for taking part in this 45th annual event. May you all leave this Tournament weekend with great memories filled with lots of new and lasting friendships.

#### General Information:

This Tournament is for minor Atom aged 2009 Boys and Atom aged 2008 Boys.

The Boys Divisions will comprise AAA, AA, A, and Minor Development/AE.

Each Division will comprise one or more groups for Preliminary Round play.

Each Group will comprise between four (4) and six (6) teams.

Hockey Canada and Alliance Hockey Official Rules will be in effect for all Tournament games. See also local tournament rule(s) herein.

All Coaches and Team Staff are encouraged to review Hockey Canada and Alliance Hockey Official Rules prior to the start of the Tournament.

Each participating team must be registered with Hockey Canada or USA Hockey.

All teams must provide Tournament officials at the time of registration a Travel Permit, and official Team Roster and their approved Affiliate Player Lists



prior to playing their first game of the Tournament.

Each team must provide a contact person and a cell phone number so that they may be contacted by Tournament officials during the Tournament.

The Tournament Office at each of our facilities will post team dressing room assignments. All team coaches and managers must sign Game Sheets before each game.

Team Managers must obtain dressing room keys from the Tournament Office, leaving vehicle keys as a deposit.

Dressing room keys must be returned to the Tournament Office within thirty (30) minutes following the end of the game. Dressing rooms must be left free of any refuse by placing it in the Containers provided.

Teams will be responsible for any damages or littering to dressing rooms and any other arena facilities.

### Arenas:

All teams will play at one or more of the local arenas listed:

- The Activa Sport Twin-pad Complex
- Don McLaren Arena (KCI)
- Grand River Arena
- Lions Arena at Rittenhouse Dr.
- The Kitchener Memorial Auditorium multi-pad Complex
- The Sportsworld Crossing-Twin-pad Complex
- Cambridge Mall (355 Hespeler Rd, Cambridge)

### Rules and Format:

- The games schedule and scores will be posted at the Activa Sport Complex and on the website at [www.kitchenerminorhockey.com](http://www.kitchenerminorhockey.com)
- The Preliminary Round games will begin on Friday October 19th and will continue through Saturday October 20th, 2018.
- Playoff and Championship games will be played on Sunday October 21st, 2018.
- All teams are guaranteed four (4) games.
- Teams will play two (2) games on Friday

and two (2) games on Saturday during the Preliminary Round.

- The maximum number of games a Team could play in the Tournament will be seven (7).
- All teams must be prepared to start their games up to fifteen (15) minutes prior to the scheduled start time. Teams not ready to play at scheduled start time will be subject to local rules penalty at the direction of the Tournament official present.
- Two (2) points will be awarded for each WIN and one (1) point for each TIE in the Preliminary Round. There will be No Overtime played during Preliminary Round games.
- All Preliminary Round Tournament games will be three (3) periods of stop-time hockey (10-12-12), with a five (5) goal differential mercy rule applied to the 3rd period, per local rules.
- All Playoff and Final games will be three (3) periods of stop-time hockey (10-12-12) with NO mercy rule applied. There will be a flood before each game.
- There will be a two (2) minute Rest Period between the second and third period in all Tournament games.
- Teams are not allowed on the ice surface until the Zamboni doors are closed, and a coach is present, and on ice Officials are present. No exceptions.
- Teams must have two sets of game jerseys.

The team listed as Home team will wear Dark colored jerseys. Teams listed as Away or Visitor will wear Light colored jerseys. In the event of a color conflict or dispute, the Tournament Official present reserves the right to make the final decision.

As a sanctioned Hockey Canada, Alliance Hockey, and OWHA event, any intentional or careless body checking is prohibited. Incidental contact while establishing position, taking away the lane, or battling for possession is acceptable within reason. Referee judgment will prevail.

APPROVED NECK PROTECTORS ARE MANDATORY for all players participating in this Tournament. (exemptions as made by Hockey Canada with appropriate paper work considering home jurisdiction rules).

Mouth guards: Though optional, Alliance Hockey strongly recommends all players wear a mouth guard.

### Tie Breaking Procedure:

*(following Preliminary Round)*

In the event two or more teams are tied in total points for determining 1st Place in a Group and where applicable — 2nd Place in a Group or any Wildcard position(s) in the Division at the end of the Preliminary Round, the following procedure will be instituted in the order listed below to break a tie or ties:

1. WINNER OF HEAD TO HEAD GAME BETWEEN 2 TEAMS (will only apply when there are 2 teams in a tie breaker and they have played each other in the Preliminary Round and a winner was declared, otherwise proceed to 2.).

*If 1. does not apply...*

2. The higher ratio of “(Goals Scored For)/(Goals Scored For + Goals Scored Against)” using all Preliminary Round games.

*If teams are still tied...*

3. The team with the MOST ‘WINS’ using all Preliminary Round games.

*If teams are still tied...*

4. The team with the LEAST AMOUNT OF ‘GOALS AGAINST’ using all Preliminary Round games.

*If teams are still tied...*

5. The Team with the MOST GOALS ‘SCORED FOR’ using all Preliminary Round games.

*If teams are still tied...*

6. Team with the ‘LOWEST NUMBER OF PENALTY MINUTES’ using all Preliminary Round games.

*If teams are still tied...*

7. A COIN TOSS BY THE TOURNAMENT CHAIR or designate.

*...tournament rules continued on next page*



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For greater clarity, where multiple teams are involved in a tie breaking procedure, individual teams can be eliminated from the tie as the procedure continues from the above 2 to 3, and so on.

### Playoff & Championship Games:

Playoff games consist of Quarter-finals (where prescribed) and Semi-finals (each Division) which are to be played on Sunday October 21st, 2018.

In the Major Atom AA Division, 1st Place and 2nd Place in each group of A, B, C, and D as determined by the Preliminary Round will proceed to Quarter-final games (QF), and those Quarter-final winners will proceed to Semi-final games (SF). Winners of Semi-final games will proceed to the Major Atom AA Championship Final. In the Major Atom AA Division, play-off teams are not seeded and will follow the designated play-off cross-over format. Teams losing the Quarter-final and Semi-final games are eliminated.

In the Major Atom AAA Division and the minor Atom AA Division a quarter final (QF) play-in game will be played between the overall 4th and 5th place teams in the Division with the game winner becoming the entry in the Semi-final (SF) game and will be designated to play the #1 Seed team as determined from the Preliminary Round. The team losing the play-in QF game will be eliminated.

In all other Divisions, 1st Place in each group within a Division and any Wildcard position(s) as determined by the Preliminary Round will proceed to Semi-final games, where Semi-final winners will proceed to the Division Championship final. Losing teams in Semi-final games are eliminated. The Semi-final teams will be seeded as 1, 2, 3 and 4 based on highest to lowest point total and Tie-breaking formula from Preliminary Round play. Seed 1 will play 4 and 2 will play 3. If the Semi-final opponents 1 vs 4 and 2 vs 3 result in match-ups that have already met in the Preliminary Round, the Tournament Director at his sole discretion may

determine that Seed 1 will play Seed 3 and Seed 2 will play Seed 4 if by these match-ups no teams have met in the Preliminary Round.

The highest seed shall be designated the Home Team in all Quarter-final, Semi-final and Championship games.

Overtime will be played, if necessary, in all Play-off and Championship games. All Play-off and Championship overtime play will be Sudden Victory.

### Overtime Format:

If tied after 3 periods of play, games will consist of (1) one (10) ten minute stop-time period of four on four (4 on 4) Sudden Victory overtime. Teams may substitute players freely during the overtime period.

If the game is not decided at the conclusion of the ten (10) minute Overtime period: a three (3) player NHL-style Shoot-out will take place.

The Team that scores the MOST goals during the Shoot-out will advance.

If the Teams are still tied at the conclusion of the first Shoot-out round, a Sudden Victory Shoot-out will take place until one team has scored one (1) more goal than the other team.

A player may not shoot again until all players on each team, excluding goalies, have had an opportunity to shoot.

### Game Officials:

All games will be officiated by registered HOCKEY CANADA, OHF and ALLIANCE HOCKEY officials.

Referees shall judge all goals from the ice.

All Tournament games will be officiated by a two (2) person officiating crew.

**Please note...** Spectators are NOT PERMITTED to enter the change areas or dressing rooms at any time. It is the duty of Team managers to respect this rule at all times.

There will be NO TIME OUTS permitted in the Preliminary Round or Quarter-final or Semi-final games in this Tournament. Each Team in the Championship Final

game will be permitted one (1) TIME-OUT of 30 seconds. No additional time-outs will be allowed should the Championship Final game proceed to overtime.

Game times will commence with a Three (3) minute warm-up, beginning when the Zamboni doors close.

The timekeeper shall signal the end of the warm-up and commencement of first period of play by sounding the buzzer and re-setting the game clock.

A maximum 19 players including up to 2 goalies in full uniform and team officials (up to a MAXIMUM OF 5) will be permitted in the players' bench area during game play.

### Local rules of the tournament

#### 1. 5-goal differential mercy rule –

During Preliminary Round games where there is a 5-goal differential at any point in the last 5 minutes of the 3rd period (eg. a score of 6-1), the time clock will run straight time for the remainder of that game, regardless of whether the goal differential becomes less than 5 (eg. a score of 6-2).

During straight run time, the referee at their sole discretion may instruct the timekeeper to stop the clock for a player injury. All minor penalties occurring during straight run time will be of 3-minute duration.

The 5-goal differential mercy rule does not apply to Quarter-final or Semi-final play-off or Championship-final games.

**2. Game start time –** The game start time is listed in the tournament program and on the tournament website. The listed game start time may be moved ahead by up to 15 minutes upon prior notice by the on-duty Tournament Official to the coach or manager of each team.

In the event the Tournament is behind schedule, the on-duty Tournament official will make best efforts to determine a new game start time and notify the coach or manager of each team.

Teams who are not ready to participate at the game start time can forfeit their 3-minute warm-up period. The Tournament official present in consultation with the referee may impose further sanction to a team that is not ready to participate at the game start time such as assigning a minor penalty for delay of game.

**3. Forfeit –** In the unlikely event that a team forfeits a game (excluding a force majeure event in 4.i below), that team will be registered with a 2–0 loss

and their opponent (provided they are ready and able to play) will be awarded a 2–0 win.

**4. Force majeure –** In the event of:  
i) closure of Provincial Highway 401 within 90 km of Kitchener that results in a team arriving late to play a scheduled Preliminary Round game, or ii) a power outage at the arena facility, or iii) the City of Kitchener declaring a concern with playability of the ice surface; the Tournament Director at his sole discretion may elect to delay the start time and play the game in its entirety,

or shorten the allotted game, or reschedule the game to a later time that day — subject to ice availability and opponent's schedule, or declare the game to be a 1–1 tie.



For the tournament  
website, please visit  
[www.kitchenerminor  
hockey.com](http://www.kitchenerminorhockey.com)