

2010 MGI Collision Novice Atom House League Tournament

January 8, 9, 10, 2010

Joe Mavrincac Community Complex



Kirkland Lake Minor Hockey Association
is currently accepting registrations
for the



2010 Novice Atom House League Tournament

- ❖ House League Teams only
- ❖ No Body Checking
- ❖ All teams guaranteed 4 games
- ❖ Travel permits and player cards will be required at registration

Entry Fee: \$500.00 (to be included with roster sheet)

For more information or application, contact

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(705) 567-3501

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MGI Collision Annual Novice Atom House League Tournament

Roster Sheet

Team Name: _____

Contact: _____ Phone _____

Email: _____

	Number	First Name	Last Name	Birth Date
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
		First Name	Last Name	Certification #
	Coach			
	Assistant			
	Assistant			
	Trainer			
	Manager			

TOURNAMENT RULES

- 1) Eligibility: All teams must consist of carded players as per your NOHA House League roster sheets. Any over age players with above average skills will not be allowed to play
- 2) Before the Tournament, teams must produce player, coach, trainer cards and travel permits
- 3) CAHA, OHF, NOHA and KLMHA rules are in effect
- 4) Conflicting colours: The visiting team will change sweaters, provided by the committee.
- 5) All disputes will be settled by the Rules Committee. Referee's decisions are final. PROTESTS ARE NOT ALLOWED.
- 6) All games shall consist of 3 – 12 minute stop time periods
- 7) Mercy Rule: In the 3rd period, if there is a goal spread of 5 or more, the clock will run straight time, with all penalties then being 3 minutes instead of 2 minutes.
- 8) Play off rounds: All games will declare a winner. In case of a tie after regulation time, overtime will be as follows:
1st Overtime: 2 minutes sudden death straight time with 2 skaters and a goalie. If a penalty is assessed, one player is added to the non penalized team.
2nd overtime: 3 man shoot-out (most goals scored...wins).
3rd Overtime: 1 shooter per team until the tie is broken
- 9) Tie breaker after divisional play:
 - i. Team with the most points (win is worth 2 points, tie game is worth 1 point and loss is worth 0 points.
 - ii. Goal ratio = Goals for divided by (Goals for + Goals against)
 - iii. Least penalty minutes,
 - iv. Flip of a coin.
- 10) All teams shall be ready to play 15 minutes before game time
- 11) Any player that receives a major, match or gross misconduct penalty shall be ejected from the game and the remainder of the tournament.
- 12) Awards: Game awards – Awards will be provided at the end of each game for MVP, hat tricks and shut out awards. Team coaches will select the team MVP for their own team.