



2019 “THE BIG APPLE” Rules

Approved by Pro Hockey Development Group
24 Bluff Trail, Nobleton, Ontario L7B 0A1
1.866.850.8063, www.ProHoc.com



TOURNAMENT FORMAT & GENERAL RULES

- 1. 2007 EDITION.** This tournament comprises players of birth year 2007 or younger. No player may play for more than one team. Mouth guards are not required, but recommended. Each team must carry two goalies. Teams must provide their own locks for the dressing rooms.
- 2. REGISTRATION.** A Team Official must register 60 minutes prior to their team’s first game. Each team will provide a contact person, phone number, and email address.
- 3. GAME TIMES & FLOOD SEQUENCE. (2x20 stop time).** All games consist two stop time 20-minute periods. Teams 3-MINUTE WARMUP is at opposite end of rink. Teams play 1st period at opposite end of rink, so that your goalie is closest to bench during 2nd period. For example, “Home Team” uses “Home Bench”. However, they will commence 1st period warm-up at “Away” side. Rink will be flooded after each game.
- 4. 15-MINUTE EARLY START.** All teams must be prepared to play their games up to 15 minutes prior to scheduled start time, in the event the tournament is ahead of schedule.
- 5. TIMEOUTS.** There will be no time outs during “Round Robin” play. During “Play Off” games, each team will be permitted one 30-second time out.
- 6. SUSPENSIONS.** A hit from behind results in an automatic ejection and at minimum, a 2-minute penalty. A 5-minute major penalty results in an automatic ejection and at minimum, a 1-game suspension. Any player that receives a second major penalty will result in a tournament ejection. Any player and/or team official who receives a match penalty or gross misconduct will be suspended for the remainder of the tournament.
- 7. NO BODY CONTACT.** There is no body contact at The Big Apple. In the event of body contact, a 2-minute penalty will be assessed against the offending player.
- 8. MERCY RULE (5-GOAL).** At the beginning of the 2nd period, or at any time thereafter, in both Round Robin and Playoffs, if a team is ahead by 5 or more or goals, the clock will change to “running time” (no clock stoppages at whistle). Subsequently, if the difference is reduced to 2 goals or less, the clock will revert back to stop time, and will not resume to running time again, unless a 4-goal differential is reached.
- 9. PROTESTS.** No protests will be allowed. Tournament officials will consider any logical grievance, or suggestion when presented in a calm and professional manner by a designated team official only. Protests regarding officiating will not be heard.
- 10. POOLS.** The Big Apple tournament is comprised of ten (10) boys teams split between two (2) pools of five (5) teams... **“EMPIRE” & “LIBERTY”**.

TOURNAMENT FORMAT

(Continued)

11. GAMES. Each team is guaranteed a minimum of six (6) games with the potential to play up to eight (8) games. Guaranteed 6th game will be your team's first Sunday morning playoff game.

12. REFEREES. All games utilize registered minor hockey league game officials.

ROUND ROBIN FORMAT

13. NUMBER OF GAMES. Round Robin play consists of (5) "Crossover" games, whereby games are only played between teams from the opposing pool. In round robin play, teams within the same pool do not play each other.

14. GAME LENGTH. All Round Robin games consist of two (2) x 20-minute stop time periods. Start game at opposite end. No timeouts in Round Robin play.

15. POINTS. In the Round Robin, points are awarded as follows: Two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.

16. EMPIRE & LIBERTY CHAMPIONS. At the conclusion of the Round Robin, each team that finishes in 1st place in its pool will be awarded a prize. In the event of a tie in points between two or more teams in a pool, 1st place will be determined by the enclosed Tie Breaking Sequence. See below.

PLAYOFF FORMAT

17. OVERALL STANDINGS. At the conclusion of Round Robin play, playoff match ups will be based on overall standings, regardless of pool. In the event of a tie between one or more teams, seeding will be determined by the enclosed Tie Breaking Sequence. See above.

18. SEEDING & BRACKETS. Teams will be seeded 1 through 10 after all round robin games have been played. To help ensure competitive games and to give all teams a chance to win on Sunday, there will be two playoff rounds. Teams ranked 1 through 6 will be seeded into the "**Big Apple Championships**". Whereas, Teams ranked 7 through 10 will be seeded into the "**Freedom Tower Championships**".

PLAYOFF FORMAT



19. PLAYOFF GAME LENGTHS. All playoff games consist of two 20-minute periods.

Teams start 1st period at opposite ends of rink. Each team is entitled to one 30-second timeout per playoff round game.

20. OVERTIME. If needed, a 5-minute “Sudden Win” 3-on-3 overtime period will take place to determine the winner. This rule applies to all games in the playoff rounds.

TEAMS DO NOT CHANGE SIDES.

21. BEST OF 3 SHOOTOUT. If still tied, each team picks their first 3 shooters. These 3 players cannot be used in a potential 1st round of sudden death shootout. Any player that was still serving a penalty at the conclusion of overtime cannot shoot.

22. SUDDEN DEATH SHOOTOUT. If still tied, the first team to win the 1-on-1 shoot out wins game. Each team member shoots before any one player can shoot twice. Any player that was still serving a penalty at the conclusion of overtime cannot shoot until all other players have shot.

TIE BREAKING SEQUENCE

In the event of a tie **between 2 or more teams** after the conclusion of the **five (5)** game “**Crossover**” **Round Robin**, the following tie breaking procedures are used to determine the **winners of each pool, Liberty & Empire**. The same rules apply to determine **The Big Apple** playoff seeding... one (1) to ten (10).

23. HEAD-TO-HEAD. The winner of the round robin game between tied teams gains the higher position.

24. MOST WINS. If still tied, the team with the most wins in the round robin gains the higher position.

25. BEST GOAL QUOTIENT. If still tied, then the team with the best goal quotient (higher number) gains the higher position.

DETERMINING GOAL QUOTIENT

Total “goals for” / (Total “goals for” + Total “goals against”)

Example... “For” = 10 goals. “Against” = 4 goals. Ratio = $10/(10+4) = .714$.

Higher Percentage Number, Gains Higher Position

DETERMINING GOAL DIFFERENTIAL

Goal Differential is maxed out at 5 goals for tie-breakers.

Example... For tie breaking purposes only, an 8-1 win is formulated as a 6-1 win.

26. GOAL DIFFERENTIAL TIED TEAMS ONLY. If still tied, the team with the highest goal differential (goals for minus goals against) amongst tied teams only gains the higher position.

27. FEWEST GOALS AGAINST. If still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.

28. LEAST PENALTY MINUTES. If still tied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.

29. MOST GOALS FOR. If teams still tied, the team with the most goals for (all round robin games played) will gain the highest position.

30. 1ST GOAL SCORED HEAD-TO-HEAD. If still tied, the team which scored the first goal in the game between the tied teams gains the higher position.

31. COIN TOSS. If still tied, a coin toss will determine which team gains the higher seed.

AWARDS & PRIZING

- 32. GAME MVP.** Each Round Robin game will feature one (1) Game MVP prize.
- 33. ROUND ROBIN POOL WINNERS.** Teams that place 1st in their respective pools, Liberty & Empire, will be recognized with an award.
- 34. ALL STARS.** Each player chosen as a “BIG APPLE All Star” will be awarded a prize.
- 35. TOP SCORER.** Tournament Top Scorer (5-game Round Robin) will receive a prize.
- 36. BIG APPLE MVP.** Tournament MVP will receive a Pro Hockey European Tour Voucher.
- 37. FINALISTS.** Each member of a losing Finalist team will receive prizing.
- 38. CHAMPIONS.** Each member of a Championship winning team will receive prizing.

“PRO HOCKEY DEVELOPMENT GROUP” DECISIONS FINAL

All Tournament rules will be interpreted in a manner consistent with the objectives of the Tournament; namely, fairness, safety, and the enjoyment of the players. A decision by the Tournament Director and/or President/Vice President of Pro Hockey Development Group (PHDG), whether or not specifically addressed by these rules, shall be binding upon all Tournament participants. The Tournament Director and/or President/Vice President shall have the authority to grant exemptions from or make modifications to any of the rules when it is considered fair and appropriate to do so in any specific situation. All decisions by the Tournament Director and/or President/Vice President are final.

GOOD LUCK AND HAVE FUN...!!!