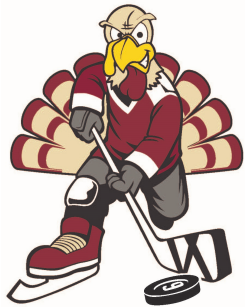




CDP HOUSE LEAGUE

TURKEY SHOOT TOURNAMENT

RULES & GUIDELINES



GAME PLAY

Mite - Pee wee divisions play on a 60-minute ice slot.
Bantam/Midget division plays on a 70-minute ice slot. House hockey is equal opportunity ice time for all skaters.

Mite:

- Game play is half ice.
- Shifts will be played 4 on 4.
- Player shifts will be 2 minutes, a buzzer will sound.
- No off-sides will be called.
- Penalties will be awarded a penalty shot, followed by a whistle and face off at center ice.
- No more than a 3-goal differential will be used in tie breaking calculations.
- Team will receive 2 points for a Win, 1 point for a Tie, and 0 points for a Loss.
- Round Robin games may end in a tie.
- Championship and Consolation game ties will be decided by a 4-minute sudden death OT, then a 3 player shootout.

Squirt - Bantam/Midget:

- 3 minute warm up.
- 3 x 16-minute run-time periods for Squirt and Pee wee divisions.
- 3 x 19-minute run-time periods for Bantam/Midget division.
- 1 x 30 second time-out granted to each team.
- Last 2 minutes of any game within 2 goals will be stop time.
- Round Robin games may end in a tie.
- Championship and Consolation game ties will be decided by a 4-minute sudden death OT, then a 3 player shootout.
- Final 2 minutes of each ice slot are reserved for hand shake and exiting the ice.
- No more than a 3-goal differential will be used in tie breaking calculations.

CODE OF CONDUCT

Parent Code of Conduct:

Children are involved in organized sports for their enjoyment. Make it fun. Encourage your child to play by the rules. Do not embarrass your child by yelling at players, coaches or officials. Know and study the rules of hockey and support the officials on and off the ice. Any criticism of the officials only hurts the game. Applaud a good effort in both victory and defeat and enforce the positive points of the game. Never yell or physically abuse your child after a game or practice. Work toward removing physical and verbal abuse in youth sports.

Spectator Code of Conduct:

Display good sportsmanship. Always respect players, coaches and officials. Act appropriately; do not taunt or disturb other fans. Cheer good plays of all participants, avoid booing opponents. Cheer in a positive manner and encourage fair play; profanity and disrespectful cheers or gestures are offensive. Support the referees and coaches by trusting their judgement and integrity. Be supportive after the game, win or lose. Recognize good effort, teamwork and sportsmanship.

Player Code of Conduct:

No swearing or abusive language on the bench, in the rink, or at any team function.
No lashing out at any official no matter what the call is. The coaching staff will handle all matters pertaining to officiating. Anyone who receives a penalty will skate directly to the penalty box.
Fighting is NOT tolerated. Fighting will result in automatic suspension and possible expulsion from the CDP Program. All CDP Players will conduct themselves in a benefitting manner at all facilities.
All players will always treat their coaches with the utmost respect.

Parents/Spectators:

The game will be stopped by On-Ice officials when parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators of the game. The On-ice officials will identify violators to the coaches for the purpose of removing parents/spectators from the spectator's viewing and game area.

Zero Tolerance for:

- Use of obscene or vulgar language in a boisterous manner to anyone at anytime.
- Taunting of players, coaches, officials or other spectators by means of baiting, ridiculing, threat of physical violence or physical violence.
- Throwing of any object in the spectators viewing area, player's bench, penalty box or on the ice surface directed in any manner as to create a safety hazard.

TIE BREAKER GUIDELINES

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tiebreaking format. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team is placed, the remaining tied teams shall start the tiebreaking process over again at step 1. *(If all tied teams have not played each other, then proceed to step 2. Note: a team may go into the tiebreaking process having defeated another of the tied teams and still not advance).*

The tie-breaker formulas are as follows:

1. The results of the head-to-head games played between the tied teams in the following order:
 - a. Standings — Most points.
 - b. Most wins.
 - c. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - d. Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for.”
 - e. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
 - f. Quickest first goal — The team that scored the quickest goal in their applicable preliminary round games shall be ranked highest.
2. If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the teams tied in the following order.
 - a. Most wins.
 - b. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - c. Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for.”
 - d. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
 - e. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.