<u>CMH Tournament Check List.</u> Use this as a <u>guide</u> to organize your tournament. These are things to consider and each Minor Hockey teams tournament will be unique to what the teams decides to do.

Choose a Team Tournament Organizing Individual/Committee

Confirm ice booking/times with Rec Dept/CMH

Are we hosting a championship tourney with gold, silver, bronze placings or a round robin tourney only?

Accreditation: - get tournament sanction (Hockey Mb)

Hospitality: -

- book Kinsmen room (as our team headquarters/work area through Rec)
- ensure DVD player available/locate appropriate movies
  colouring pages/markers etc. table set up near movie area
- oranges for team rooms???

Programs:

- optional

Schedules:

- tournament draw
- volunteer schedule
- ref schedule/booking/paymentdressing room assignment

Host/Finances:- main contact person for participating teams (and collect entrance fees)

- get float for auction table/ & 50/50 tickets
- pay Ice Bill with Rec Dept
- collect team rosters
- distribute tournament rules (reg. game, 3 on 3 game & shoot out)

Decorations:

- banner with each team name/player names ??
- tournament draw on poster paper
- tournament rules on poster paper

Silent Auction Table: - collect/buy items

- make/get tickets
- signage (prices?)
- loonie stick?
- 50/50 tickets/bucket/sign

Player Lunch: - get hot dogs, drinks

- make/serve hot dogs
- get baking from parents
- have "lunch tickets" in team hospitality pack

Games: - timekeepers

- game sheets
- update tournament draw on poster paper(?) as games are played

Shoot Out:

- facilitate on ice (after each team's first game)
- purchase party pack
- tally up scores and deliver party pack (just at the rink)

Medals/Trophy/Mini Stick...Player take home item?

Digger award??

Tournament Rlues (These are a guideline)

- 3- 12 min. stop time games with flood between games,
- -the third period may be straight time to ensure tournament is on schedule
- -tied games remain tied in a round robin tournament

Tie breaker for teams tied at the end of round robin will be determined as follows:

- 1. Total Points:
  - 2 Points For a Win
  - 1 Point For a Tie
  - 0 Points For a Loss
- 2. Least Goals Against
- 3. Most Goals For
- 4. Coin Flip
  - -hockey Manitoba rules apply to games

## 3 ON 3 GAME-B-Side (Optional)

- 3 15 min. straight time periods
- -NO offsides, icing...no stoppages in play unless a penalty is called
- -Change on "the fly",
- -if a goal is scored offensive team must clear zone to blue line and allow team to carry the puck out of the zone before attacking
- -if goalie freezes puck, offensive team clears to the top of circles and goalie gives puck to teammates and play resumes when team with puck get to top of circles
- -Penalties are penalty shots where puck and shooter are place at blue line while rest of players are all on far blue line, on refs whistle shooter skates in for shot and rest of players skate back, play resumes as previously.

## "PARTY PAK SHOOTOUT" (Optional)

After completion of teams FIRST game, players shake hands, then line-up in single file on blue line (A-Side) and redline (B-Side).

Players shoot on opposing goalie.

3 minutes are put on the clock. One at a time players skate in and attempt to score on opposition goalie, then race back to start line before next player goes. Coaches will be with their team and have pucks to give to each shooter. (Please wait for player to get back to red/blue line or "close" before next player goes.) As many goals/shooters allowed in the 3 min. time allotment, however, all players must go before the same player can go twice!! At the buzzer, goals will be counted and recorded (a goal will count if it beats the buzzer regardless if player gets back to line)..... The team with the most goals wins a Party-Pak of frozen burgers, pizzas', chips, pop etc. for a team party (KIDS party, adults BYOB) In the event of a tie, the tied teams with the fewest goals against, will win. If still tied a coin toss will determine the winner PLEASE explain/practice with your team so these events go as smoothly as possible.

TOURNAMENT D	ay Shift Template - thi	is is a guide or	nly. Times, game numbers,
			g on the number of days or
teams of the tournam	ent.		
There are?_ shifts sign up for	. Each family should si	gn up for	shifts except coaches should
50/50 Tickets – We v	will do 2 draws (12:30 &	& 3:30)	
9:30-11		,	
11-12:30			
11:30-2			
2-3:30			
Hot dog cooking/hai	nd out/clean un (can he	eln with regula	ar canteen work if not busy)
	en out to players from		
10:30-11:30			
11:30-12:30			
12:30-1:30			
1:30-2:30			
2:30-3:30			
Canteen Shift Helpe	ers		
10:30-11:30			
11:30-12:30		&	•
12:30-1:30		&	
1:30-2:30		&	
2:30-3:30		***************************************	
Silent Auction – drav	w @ 3:30		
9:30-10:30			•
10:30-11:30			
11:30-12:30			
12:30-1:30			
1:30-2:30			
2:30-3:30			
Silent Auction/R side	tables/chairs clean up		
3:45-4:15	tuores/enans erem up	&	
Score Clock	A Side (2 per Game)		B side (1 per 3 on 3 Game)
9			
10			
11:15			
12:15		<del></del>	
1:30			
2:30		· · · · · · · · · · · · · · · · · · ·	
3:45			
4:45			