



TOURNAMENT RULES AND REGULATIONS

1. All games will be played under Hockey Canada and Pacific Coast Amateur Hockey Association rules with some exceptions made by the tournament committee.
2. All teams must consist of a minimum of seven players and one goaltender, and a maximum of seventeen players and two goaltenders.
3. **Time outs:** a team is allowed only one **30 second** timeout per game.
4. **Team officials** must report to the **Tournament Main Desk** at least 45 minutes prior to a game time and are responsible for verifying the game sheet before each game. Managers are responsible for filling out their team rosters, labels may be used.
5. **Games will consist of:** A 5 minute warm up, 1st, 2nd, and 3rd period - **15 min** stop time, with **1 minute** intermissions between periods, 1st, 2nd with 3rd period is at official discretion. **Mercy rule** will apply for **all** games, where stop time converts to running with a five goal difference in the third period. If the tournament is running significantly behind schedule, the Tournament Director may convert the third period to running time.
6. **Ice Clean:** There are no ice cleans during any games at the tournament.
7. Throughout Round Robin play, teams shall be awarded **2 points** for a win (game), **1 point** for a tie (game), 1 point per period won, ½ point tie plus.

TIE BREAKER (ROUND ROBIN PLAY)

Tie-breakers will apply in the following order:

- a) If two teams are tied, the winner of the round robin game between teams tied will advance.
Also known as the "HEAD TO HEAD" rule.

If three teams are tied, the teams will be ranked based on their plus/minus, where the team with the best plus/minus will receive the higher placing.

- b) If still tied, the team with the Lowest Goals Against will receive the higher placing.
- c) If still tied, the team with the Lowest Penalty Minutes will receive the higher placing.
- d) If still tied, a coin toss will determine which team advances.

WILD CARD PLACEMENT: Applicable for Atom C, PeeWee C, Bantam C, and Bantam Tier 3. The "Wild Card" team will be determined by the team who places 1st overall of the remaining 9 teams who did not place 1st in their respective pools. Teams will be ranked based on their overall points and if teams are tied, ranked based on plus/minus, where the team with the best plus/minus will receive the higher placing. The head to head rule does not apply when ranking 1st through 9.

8. The home team is responsible to change jerseys if there is a conflict of colors.
9. USA Hockey teams must follow USA Hockey rules regarding equipment rules.

1. Penalties in running time will be 3 minutes (minor) or 7 minutes (major). Any penalty assessed in running time or stop time will not be adjusted if the period changes to stop time or to running time.
2. **Overtime:** Will only be played other than Round Robin games. In the event of a tie, there will be a 5 minute, sudden death overtime. Unless penalized teams will play with **3 skaters and a goalie**. The overtime will start after a **two minute** intermission. In the event that the game is still tied, a 3 player shoot-out will begin immediately after the overtime. The away team will go first. If it is still tied, a sudden death shoot-out will decide the winner. The original 3 shooters **CANNOT** be used again until all the other players on the roster have had a chance (must rotate through entire roster).
 - * If one team takes a penalty they cannot have less than 3 skaters, therefore, the other team will be allowed to put one extra skater on the ice. The penalized player must go into the penalty box and will leave after the penalty has expired. Both teams will then play 4 on 4 until the first whistle. Play will continue until one team scores.
3. **Any player or team official receiving two major penalties in the tournament, a gross misconduct, or match penalty will not be allowed further participation in the tournament. Minor (2 min) checking from behind or check to the head penalty with a misconduct (10 min) will not result in a tournament suspension. However, if the penalty occurs in the last ten minutes of the game, the player will have to sit out the team's next game. If a second checking from behind or check to the head (minor or major) occurs by the same player in the tournament, the player will be ejected from the tournament. NOTE: Major penalties including gross and match penalties will follow the player even going back to regular league play.**
4. Any fan that is abusive to On-Ice or Off-Ice Officials (IE: Scorekeepers and Tournament Staff) will be asked to leave the premises. If you have any problems or other questions, please see the Tournament Director at the Tournament Main Desk.
5. Respect in Sport (Speak Out) will be enforced during the tournament.
6. **Body Checking:** In the Atom & PeeWee division and in all "C" hockey shall be in accordance with HC Rule 6.2(b) (**no body checking**).