

VMHA 17th Annual Canuck Place Charity Tournament Rules

1) Governing Rules

a) All games will be governed by the rules and regulations of Hockey Canada, BC Hockey, the PCAHA, and the tournament committee, as set out in this document.

Please refer to [BC Hockey 2024-25 Minimum Suspension Guidelines](#)

2) Teams

- a. All teams must be in good standing with their respective Associations and governing bodies.
- b. It is the responsibility of each team to apply for and receive a tournament permission number and/or letter of permission to enter the tournament from their Association and/or governing body.
- c. No additional players, coaches or team officials can be added to the roster once the team list has been submitted prior to the first game. This roster will consist of no more than 18 skaters and 2 goaltenders in addition to a maximum of 5 team officials. Affiliate players must be noted on the roster of the first game, as per rules in PCAHA sect. L. (as per BC Hockey, only 1 manager may be listed)
- d. Roster must include all players' names and jersey numbers including designation of C and A's, as well as all team officials.

3) Game Times

- a. See below for length of games.

Division	Round Robin Games	Semi-final Games	Championship Games
U11C / U11A, U13C, U13A	1.25hrs	1.5hrs	1.5 hrs
U15C, U15A / U18C / U18A	1.5 hrs	1.5 hrs	1.5 hrs

- b. All 1.25 hr games will consist of a 5-minute warm up and three 15-minute periods (stop time). All 1.5 hr games will consist of a 5-min warm up with the first 2 periods at 15-min (stop time) and the 3rd period 20-min (stop time). The third period may not be lengthened to fill the remaining ice time. The committee reserves the right to shorten the third period due to unforeseen time overruns. At their discretion, the on-ice officials can shorten the third period to ½ of the remaining ice time.
- c. The referee may at their discretion, stop play in case of an injury, regardless of which team has possession of the puck.
- d. A mercy rule will be in effect, starting in the third period, if a team is leading by 5 or more goals. At this time, running time will begin and continue until the goal differential is less than 5. Running

time is only applicable in the third period. Penalties called during running time will be 3 minutes in duration.

- e. In the event of a tie at the end of regulation time during the round robin, no overtime will be played.
- f. Overtime (Play-offs only) - See Tournament Format

4) Playing Rules

All games will be governed by the rules and regulations of Hockey Canada, BC Hockey, the PCAHA, and the tournament committee, as set out in this document.

a) Penalties

- i. Misconduct (10 min) penalties will be served during the tournament games. Misconducts received in the last 10 minutes of a game will result in removal from the game.
- ii. Game misconduct penalty will result in the removal of the offending player or team official from the game. A second game misconduct, during the tournament, assessed to a player or official will result in suspension for the remainder of the tournament.
*Any player who receives a major and game misconduct within the last 10 minutes of regular time or any time in overtime, or at the conclusion of the game will be suspended for the next two games. Refer to BC Hockey minimum suspension guidelines
- iii. Match and Gross Misconduct penalties will result in removal from the game, a suspension for the balance of the tournament, and subject to local, district or branch suspension rules as applied by the appropriate board.
- iv. All major penalties and/or game misconducts will result in the player being suspended for a minimum of 1 game. All major penalties and game misconducts will follow the BC Hockey minimum suspension guidelines.
- v. All major penalties will be reported to the Tournament Director following the game and subject to all suspensions outlined by Hockey Canada, BC Hockey and the PCAHA.

b) Commencing Play

Each team will be ready to commence play at the beginning of the allotted ice time.

- i. Failure to field the minimum number of players or refusal to play will result in a loss being posted against the offending team. The on-ice officials will give the offending team a 2-minute warning during the 5-minute warm up. If the team fails to start play, they will be automatically assessed a 5-0 loss.
- ii. Players and team officials will remain on the players' bench until the on-ice officials are present and allow the teams on the ice. 2-minute minor penalties may be assessed to all players who take to the ice surface prior to the officials.

c) Protests and Appeals

- i. The decisions of the on-ice officials are final, there are no appeals of on ice decisions regarding playing rules.

- ii. The tournament Director will hear all other protests and appeals. All protests/appeals must be submitted to the Tournament Director in writing within 1 hour of the game ending accompanied by a \$200.00 non refundable appeal fee. All protests/appeals will be ruled on prior to play of the next game for either of the teams playing in the game under protest/appeal.

d) Team Officials

- i. A team official must report to the tournament check-in table at least 30 minutes prior to the start of the games or have verified their roster on-line in "Hi-Sports".
- ii. The home team will be responsible for changing uniforms in case of colour conflict.

e) Fair Play

- i. Team officials are responsible for ensuring that their players always conduct themselves in a sportsmanlike manner during the tournament. Excessive misbehaviour by players may result in suspension from the tournament.
- ii. At the sole discretion of the Tournament Director, any action by a player, team official or spectator which is dangerous, disruptive, or contrary to fair play may be dealt with by expulsion from further play or banned from the arena facilities.
- iii. Abuse of game officials on or off the ice will not be tolerated. Any cases of harassment or abuse directed at an official will result in review and may result in suspension at the Tournament Director's discretion.

5) Tournament Format

a) Round Robin Play

All teams will play 4 round robin games within their division. Teams will be awarded 2 pts for a win, 1 pt for a tie and 0 pts for a loss. Goal differential will also be recorded with no team able to record a +/- rating of greater than 5 goals per game. Team standings after round robin play will be based on total points earned. If two or more teams have equal number of points, the tie breaking method is as follows:

- Head-to-head results
- Team with the most wins
- Best overall goal differential rating (cumulative +/- rating after the round robin games)
- Team with the least penalty minutes
- Flip of the coin

b) Play-offs

U11A / U15A / U18A

The top 4 teams will play each other in semi final play.

- 1st vs 4th
- 2nd vs 3rd
- Both winning teams will play in the Championship game

- Both losing teams will play a game for 3rd and 4th place

U11C / U13C / U13A / U15C/ U18C

The top 2 teams in each pool will play each other in semi final play.

- 1st Pool A vs 2nd Pool B
- 1st Pool B vs 2nd Pool A
- Both winning teams will play in the Championship game
- Both losing teams will play a game for 3rd and 4th place

c) Overtime (Semi-finals and Championship games)

In the event of a tie at the end of regular time during a semi-final game and championship game, there will be a 2-minute rest at the players bench, then a 5-minute sudden victory overtime period. Each team will play 4 skaters and a goaltender. Penalties called during overtime will result in playing short handed but not with less than 3 skaters. If there is no score during the overtime period, the game will go to a shootout.

d) Shootout - First Round – 3 shooters

Coaches will designate 3 eligible shooters* from each team. The team that wins the coin toss, will have the choice to shoot first or second. Teams will alternate shooters until all 3 of their players have shot. The winner will be determined by which team scores the most goals. Please note – when it becomes impossible for a team to win (i.e., one team scores on their first two attempts, and the other team scores no goals on their first two attempts) then the remaining "shooters" will not be required to shoot. If after all 6 shooters have shot, and the score is still tied – we then move onto the "Second Round – Sudden Death"

* Players who are serving a minor penalty in Overtime, and whose time has not elapsed before the end of the overtime period, will not be eligible to be a shooter in the first round of the shootout

e) Second Round – Sudden Death

Coaches will choose one shooter at a time (must not have shot before). Whichever team went first in the first round, will now go second in the "Second Round – Sudden Death". Shootout will be Sudden Death. If Team A's shooter scores and Team B's shooter does not, then Team A wins (and vice-versa). If both Team's shooters both miss or both score, both teams will select another new shooter and repeat the process until a winner is determined. Once all players on a team have been selected as shooters, the coach may then choose any player from his roster to shoot again.

f) Time outs

Teams are allowed one 30 second timeout per game

g) Ice Cleans

There will be no ice cleans during tournament games.