

Tournament Rules

This tournament is SHA sanctioned and follows the CHA and SHA rules governing minor hockey. All referees and linesmen are carded officials.

Games are three (3), 15-minute stop time periods.

There will be a flood every second period. Teams will stay out between the period when there is no flood.

Tournament hosts will supply pucks for warm up.

DURING POOL PLAY:

There will be no overtime during pool play.

Two (2) points will be awarded for a win; one (1) point for a tie. No points will be awarded for a loss.

To determine team standings in event of a tie, the following criteria shall be used as laid out under rule 3.08.01 of the SHA Handbook.

a) Two Teams Tied

i) Best win record in games played between tied teams.

ii) If still tied, the team with the best win record.

iii) If the two teams are still tied after i) and ii) have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined by the total number of goals for divided by the total number of goals for and against.

NOTE: All games are included.

NOTE: A maximum of seven (7) goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.

iv) If the two teams are still tied after i), ii) and iii) have been applied, the team with the least number of minutes in penalties throughout all games, gains the higher position.

v) If the two teams are still tied after i), ii), iii) and iv) have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.

vi) If the two teams are still tied after i), ii), iii), iv) and v) have been applied, a single coin toss will determine which team gains the higher position

b) Three or More Teams Tied

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position.

The Three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.

i) The team with the most wins (among tied teams) would gain the highest position.

ii) If teams are still tied after i) has been applied then the team with the best goal average gains the highest position.

NOTE: All games are included.

NOTE: A maximum of seven (7) goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.

NOTE: The highest percentage gains the highest position(s). The exercise of ii) establishes the team or teams with the highest position(s) by percentage. These team(s) will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker"

iii) If teams are still tied after i) and ii), the team with the fewest goals against (all games played) will gain the highest position.

iv) If teams are still tied after i), ii), iii), the team with the most goals for (all games played) will gain the highest position.

iv) If teams are still tied after i), ii), iii) and iv), have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout all games played.

vi) If teams are still tied after i), ii), iii), iv) and v) have been applied, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.

ALL roster changes must be done through the tournament office. Only players listed on the original approved roster are eligible to play.

Championship Overtime Rules

- Overtime will be played 3 on 3 with a sudden death stop time, 5-minute period.
- If a tie still exists at the end of the overtime period then it will be decided by a three player shootout
- If they are still tied, each team will select one shooter until tie is broken
- No player can be re-used until each skater has taken their turn
- Any player serving a penalty at the end of overtime is ineligible to take part in the shoot-out.
- The visiting team will be the first team to take part in the shoot-out.
- Teams are allowed to match benches for the shootout. Ex) Team A has 16 skaters but Team B has 12, team A may choose to use only 12 before reusing a shooter

General Tournament Rules

1. Home team is listed in the draw; home team will wear white
2. **If, in the event that there is a goal spread of 4 or more at the start of or during the third period, the balance of the game will be straight time. However, if during the third period, the goal spread is reduced to 3 or less, stop time will resume.**
3. All minor and major penalties will be served as stop time regardless if there is stop or straight time in the third period.
4. **Any player assessed a match penalty or a gross misconduct will be suspended for the balance of the tournament.**
5. Teams are requested to be ready to go on the ice 15 minutes ahead of their game time.
6. A five (5) minute warm-up will be posted on the clock as soon as the Zamboni doors close.
7. Each team will have **one 30 second time-out per game.**
8. The referee's decisions are final in all matters pertaining to rules interpretation, assessment of penalties and awarding of goals and assists.
9. The Rules Committee reserves the right to adjust the playing time of any and all games. All teams will be advised of time adjustments. Teams will be penalized 1 goal for every 5 minutes of tardiness to a maximum of 3 goals. Lost time will be deducted from playing time.
10. **Tournament Committee will only discuss Tournament issues with Team Officials**
11. **PROTESTS WILL NOT BE ALLOWED.**
12. **Coaches will select player of the game for the opposing team.**