



# ALBERTA MINOR BALL HOCKEY ASSOCIATION

## 2024 PROVINCIALS - RULES & REGULATIONS

The official rulebook for the tournament will be the current version (2024) of the Canadian Ball Hockey Association (CBHA) rulebook. The current version of the AMBHA Tournament Rules & Regulations (this document) will govern other matters.

### Location

Edmonton Soccer Center South – 6520 Roper Road

### 2024 Age Categories

- U18 – 2006, 2007, 2008 born players
- U15 – 2009, 2010 born players
- U13 – 2011, 2012 born players
- U11 – 2013, 2014 born players
- U9 – 2015, 2016 and younger born players

### Coach Eligibility and Responsibilities

- Coaches MUST have a vulnerable sector and PIC check completed to be on the bench for AMBHA Provincials. AMBHA Member leagues will manage all PIC information.
- All coaches are expected to review the rules and contact the AMBHA for any clarification before their first game. Contact information will be handed out at the Coaches Meeting.
- All coaches will be expected to report to the tournament desk of the assigned arena, one-half hour before the scheduled game start time to pick up and fill out game sheets.
  - The home team should fill out the game sheet first and then return it back so that visitors have ample time to do the same.
  - The Visiting team will be responsible to change jerseys if there is a conflict in colors.
  - Alberta Minor Ball Hockey Association suggests that each team has 2 sets of jerseys.
  - Any jersey conflicts need to be discussed at the Coaches Meeting.
- Team officials are responsible for ensuring that dressing rooms are left neat and tidy. The coaches should check before and after each game to ensure everything is in order and report any problems to facility staff.
  - Teams will be fined or suspended if the dressing rooms are left in a complete mess after use.
  - Teams will be responsible for any damage caused by their team.

### Player Eligibility

- All players MUST be registered in an AMBHA sanctioned league.
- All players and pickups must be eligible to play in the age group for which the teams are registered.
- A player may move to an older age group if desired, but no player may ever play in a younger category.
- Players can only be registered and play for one (1) team during the tournament.
  - No inter-tournament pickups will be allowed.



- AMBHA will monitor the rosters and/or pickups of all teams entered.
  - Any team or player caught falsifying registration information or documents, will default all games at the Provincials and face further disciplinary action from the AMBHA and their home league.
  - Any team caught using an illegal player(s) will default all games at the tournament.
- All leagues must maintain age verification (drivers licence/birth certificate) for all players within their association. A member shall be designated as the holder of said information. If a dispute arises regarding the age of a player, the appropriate document **MUST** be provided, or the team will default all their games.
- All players must serve any outstanding suspensions from league play prior to playing at Provincials. The game sheet must be marked with any suspensions to be considered served.

### Roster and Bench Eligibility

- A maximum of 25 players and up to 5 bench staff can be on a tournament roster.
  - Rosters cannot exceed 25 players and 5 bench staff.
  - Bench staff **MUST** be listed on all game sheets.
- A maximum of 20+2 players will be allowed to be in uniform on the bench.
  - Teams may dress 2 goalies and no more than 20 runners (forwards/defensemen).
  - We recommend that teams dress 2 goalies.
- Goaltenders will be allowed to dress as a player and vice-versa.
  - A goalie that is replaced during a game may play out for remainder of that game, if he/she has the proper equipment to play out and their team does not exceed 20 runners.
- All players **MUST** have shin guards.
  - Shin guards are no longer required to be covered.

### Game Rules

- **\*NEW\* All games will be 3 – 13-minute stop-time periods, with a 2-minute intermission.**
- If the score differential is 7 goals (+), the clock will then change to running time, if the game becomes a six-goal difference again then we will revert back to stop time.
- In playoffs, a seven-goal spread will result in the game ending.
- For the purposes of tiebreakers, a **MAXIMUM** of 7 goal differential will be permitted.
- Teams get 2 points for win, 1 point for a tie, and 0 points for loss.
- There will be no overtime in round-robin.
- Overtime in the playoff rounds or medal games will be sudden-victory overtime.
  - In overtime, periods will be 10 minutes in duration.
  - The first overtime period will be 5v5.
  - The second overtime period will be 3v3.
  - If the game remains tied, a shootout will decide the winner.
  - **OVERTIME MAY BE SHORTENED IF RINK TIME DOES NOT ALLOW**



## Tie Break Procedures

If 2 or more teams are tied at the end of the round-robin play, the following procedure will be used to break tie:

- Greatest number of wins;
- Head to head record in the round robin if all teams have played each other equally
- Best goal differential in games between the tied teams, if they have played each other equally
- Best goal differential in all tournament games
- Fewest Goals Allowed in all tourney games
- Fewest Penalty Minutes
- Coin Toss

**Note:** for plus/minus ratios, a team cannot achieve more than +7 goals in any one game

Any protests must be in writing and handed to the AMBHA within 30 minutes of completion of the game in question. Protests must be in writing and be accompanied with a \$100 processing fee.

## Minimum Suspensions

Infraction	Suspension
Major Penalty + GM	1 Game Minimum Suspension
Game Misconduct	1 Game Minimum Suspension
Gross Misconduct	3 Game Minimum Suspension
Fighting	Suspended from tournament
Match Penalty	Suspended from tournament
Ineligible Player	Forfeit All Games player used + Head Coach suspended

**Any player receiving a fighting major, or match penalty will be suspended for the rest of the Provincials.**

## Tournament Disciplinary Committee

- All suspensions will be reviewed by the tournament disciplinary committee.
- Any appeals will be dealt with by the tournament disciplinary committee, which will be made up of representatives from attending Provincial leagues and chaired by the AMBHA Referee-in-chief or his assistant.
  - The size of the committee may vary based on the year, however a minimum of three members is required.
- Please note the AMBHA reserves the right to add supplementary discipline at any time based on the severity of the incident.



## **2024 Round Robin and Playoff Formats**

### **U9**

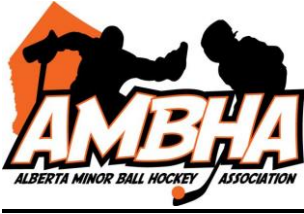
- 11 teams will play 4 round robin games
- Top 4 teams after the round robin will advance to the "A" Semi Finals
- Fifth through eighth will advance to the "B" Semi Finals
- Ninth through eleventh will be eliminated
- A Semis will be 1v4 and 2v3
- B Semis will be 5v8 and 6v7
- Winners advance to Gold, losers to Bronze in both A and B

### **U11**

- 3 Pools of 4 teams, playing a round robin within your division
- Top 2 teams in each Pool will advance to the A playoffs
- Division winners will be seeded 1-3
- The 2nd place teams in each pool will be seeded 4-6 based on record
- The 3rd/4th place teams in each pool will be seeded 7-12.
- Please note, in odd circumstances this may result in a 2nd place team moving to A with a weaker record
- Top 2 in A, and Top 2 in B receive a bye to the Semi Finals
- Remaining teams play a Quarter Final game with winners moving to the Semis
- Semi winners play for gold, Semi losers for Bronze in both "A" and "B"

### **U13**

- 2 Pools of 5 teams, playing a round robin within your division
- Top 2 teams in each Pool will advance to A semi finals
- Third and 4th place teams in each pool advance to the B semi finals
- 5th place team in each pool is eliminated after round robin play
- A Semi Finals will crossover with 1st playing 2nd from the other pool
- B Semi Finals will crossover with 3rd playing 4th from the other pool
- Winners advance to Gold, losers to Bronze in both A and B



### **U15**

- 11 teams will play 4 round robin games
- Top 4 teams after the round robin will advance to the "A" Semi Finals
- Fifth through eighth will advance to the "B" Semi Finals
- Ninth through eleventh will be eliminated
- A Semis will be 1v4 and 2v3
- B Semis will be 5v8 and 6v7
- Winners advance to Gold, losers to Bronze in both A and B

### **U18**

- 9 teams will play 4 round robin games
- Top 4 teams after the round robin will advance to the "A" Semi Finals
- Fifth through eighth will advance to the "B" Semi Finals
- Ninth place team will be eliminated
- A Semis will be 1v4 and 2v3
- B Semis will be 5v8 and 6v7
- Winners advance to Gold, losers to Bronze in both A and B