



Western Super Summit Tournament Rules & Regulations

The following information outlines the tournament conduct, format, rules, policies, and procedures.

Team Conduct

The Western Super Summit tournament directors expect all participants to exhibit exemplary conduct both on and off the ice. Misconduct will result in immediate and permanent disqualification from the tournament.

The Western Super Summit will be played under **Hockey Alberta** and **Hockey Canada** rules and guidelines. Full equipment regulations will be enforced. (www.hockeycanada.ca)

Rule Modifications

Body Contact Divisions

- **Full Contact:** 2012 Gold, 2011, 2010, 2009, 2008
- **Modified Contact:** 2013 Gold, 2012 Silver
- **Non-Contact:** 2017, 2016, 2015, 2014, 2013 Silver

Equipment

- **Jerseys:** Home team wears dark jerseys unless otherwise coordinated. Teams must confirm jerseys 30 minutes before each game.
- **Mouth Guards:** Highly recommended but not mandatory.
- **Neck Guards:** Mandatory for all players. Approved helmets are also mandatory.

Team & Roster Regulations

- **Roster Size:** Maximum 20 players (18 skaters + 2 goalies). No roster changes within 24 hours of tournament start.
- **Goalies:** If a team's only goalie is injured, a player must substitute (in goalie gear).
- **Overage Players:** Only allowed with tournament coordinator approval.
- **Underage Players:** Permitted.
- **Illegal Players:** Teams using ineligible players forfeit affected games. The opposing team receives a 1-0 win and three points.

Team Administration & Management

- **Insurance:** Teams must carry \$2M–\$5M in general liability insurance. Proof must be emailed to Jarvis@calgaryhdc.ca by **May 1, 2024**.
- **Rosters/Waivers:** Submit completed rosters and waivers by **May 1, 2024**. Rosters are locked after this date.
- **Government ID:** Teams must carry proof of age (e.g., birth certificates) for all players.
- **RAMP:** Managers must download game sheets and activate players before each game.

Stay & Play Policy

- Confirm your hotel stay at: [Stay & Play Hotels](#)

Dressing Room Policy

- Dressing rooms must be left clean after each game.
- Any damages will be the financial responsibility of the team's coach or manager.

MVP Awards

- Coaches select the opposing team's MVP after each game.
- Teams will line up on their blue line after each game for handshakes and MVP presentations.

Competition Format

- All teams are guaranteed **4 tournament games**.

Game Lengths

- **2017-2016 Divisions:** 3 × 15 min stop time periods (1 hr 15 min slot, no flood)

- **2014–2012 + Female Divisions:** 15-15-20 min stop time periods (1 hr 30 min slot, no flood)
- **2011–U18 Divisions:** 15-20-20 min stop time periods (1 hr 45 min slot, flood every 2 periods)
- **Warm-up:** 3-minute warm-up before each game, .

Ice Floods

- **2017–2011 Divisions:** Ice flood after each game.
- **2011–U18 Divisions:** Mid-game flood after 2nd period.

Game Adjustments for Delays

- If a game is delayed, the clock may be dropped to 2 minutes with 5 minutes left in the time slot.
- If an ice outage occurs, games may be rescheduled or recorded as ties. No refunds for facility outages.

Mercy Rule

- If a 7-goal difference occurs at any time, running time will be used. Stop time resumes if the lead shrinks to 6 goals.

Timeouts

- One (1) 30-second timeout per team, per game.

Tournament Rules & Regulations

General

- **Icing:** Automatic icing applies at all levels.

Penalties

- **Minor Penalty:** 2 minutes
- **Major Penalty:** 5 minutes
- **Misconduct:** 10 minutes
- Major penalties are subject to tournament committee review. No protests allowed.
- Officials must document major penalties via RAMP or text to (403) 681-0865.
- **Two Game Misconducts:** Player ejected from the tournament.

- **Coach/Manager Misconduct:** Immediate suspension for tournament duration. No appeals.
- **Racial Slurs:** Automatic game misconduct and potential disqualification.
- **Stick & Head Infractions:** 3 infractions = immediate ejection.
- **Fighting:** Instigators ejected for the game and subject to additional discipline.

Round Robin Play

- **Points:**
 - Win = 2 points
 - Tie = 1 point
 - Loss = 0 points

Tiebreaker Procedures

1. Best goal differential (max +7 per game)
2. Fewest goals allowed
3. Most goals scored
4. Head-to-head result
5. Three-way tie: eliminate lowest, reapply above steps

Playoff Formats

3-Team Division:

- Finals: 1st vs 2nd

4-Team Division:

- Semi Finals: 1st vs 4th, 2nd vs 3rd
- Finals: Winners = Championship, Losers = Bronze

5–7 Team Division:

- 1st vs 2nd = Championship Final
- 3rd vs 4th = Bronze Final

8-12 Team Division:

- Two pools, cross-over semi-finals
 - 1st Pool A vs 2nd Pool B
 - 1st Pool B vs 2nd Pool A
 - Winners = Championship Final
 - Losers = Bronze Final
 - 3rd A vs 3rd B = 5th/6th place

- 4th A vs 4th B = 7th/8th place
- 5th A vs 6th B = 9th/10th place
- 6th A vs 6th B = 11th/12th place
- 7th A vs 7th B = 13th/14th Place

15 Team Division:

- Three pools, cross-over semi-finals
 - 1st Pool A vs 1st Pool B
 - 1st Pool C vs Wild Card Seed #1
 - Winners = Championship Final
 - Losers = Bronze Final
 - Wild Card Seed #2 vs Wild Card Seed #3
 - Wild Card Seed #4 vs Wild Card Seed #5
 - Wild Card Seed #6 vs Wild Card Seed #7
 - Wild Card Seed #8 vs Wild Card Seed #9
 - Wild Card Seed #10 vs Wild Card Seed #11

Tiebreakers in Playoffs

- If tied after regulation:
 - 3 penalty shooters per team
 - Sudden victory if still tied
 - No repeat shooters