

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), 20-minute stop time periods for U13, U15 and U18.

Games are three (3), 15-minute stop time periods for U11.

Games are three (3), 15-minute periods with two (2) minute shifts for U9. Clock will stop after 2 min buzzer.

There will be a cleaning of the ice after every two periods of play for U13 and U15 games. Ice will be cleaned after each game for U11. Ice will be cleaned after every 2 games for U9. There will be no floods between periods for U9 and U11 games.

Ex: Game 1 - flood after the second period Game 2 - flood after the first period

U9 Half-Ice Rules and Regulations:

- 3-minute warmup.
- Officials will draw a dot in the middle of the game zone for all face-offs.
- 2-minute shifts.
- A face-off will take place at the start of every shift.
- Puck shot out of play: Official- blows whistle, defending team backs off and non-offending team gets possession.
- Goalie freezes puck: Official- blows whistle, attacking team backs off and defending team gets possession.
- Goal Scored: Official blows whistle, attacking team backs off and defending team gets possession.
- There are no icing or off-side calls.
- Goalies may not be pulled at any time.
- Line matching must take place. The more advanced players from each team being matched against the more advanced players from the opposing team.

DURING POOL PLAY:

Overtime will not be played 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 in the following manner:

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.

Example: For = 10 Goals Against = 4 Goals

Percentage

Total Goals For $\frac{10}{10 + 4} = \frac{10}{14} = .714$

Total Goals for 10 + 4 14

Total Goals Against

- 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.

Overtime Rules- Overtime will only be played for playoff games

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, the teams will choose three shooters, each taking one shot. The team with the most goals scored from the three shots will be the winner. If a tie still exists, each team will choose one shooter. The winner will be determined by sudden victory, i.e. if one shooter scores and the other did not. Over the course of the shoot-out, 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. The shoot-outs will not be done simultaneously.

A "short bench" rule is in place for a shoot-out. For example, Team A has 12 skaters, all of which are eligible for the shoot-out and were not serving a penalty at the conclusion of the over time period. Team B has 16 skaters all of which are eligible for the shoot-out and were not serving a penalty at the conclusion of the over time period. Team B

will only be required to use their first 12 skaters before repeating through the order again if so required.

During overtime play, a team can be up to two (2) players short. The non-offending team will add a skater for each penalty assessed to a maximum of 5 skaters. Upon expiration of the penalty(s), the penalized player(s) shall return to the ice. At the first whistle, after the expiration of the penalty(s), teams would revert back to the three (3) skaters, and one goalie stage unless one team is still required to serve a penalty.

Overtime will ONLY be played for playoff games.

General Tournament Rules

The first/top team listed on the tournament draw is the home team and must wear white. The Hockey Canada rule regarding starting line-ups will not be used, however, the Captain and Assistants must be noted on the game sheet.

All roster changes must be communicated with the tournament staff. Only players listed on the original league approved roster are eligible to play.

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.

All minor and major penalties will be served as stop time regardless if there is stop or straight time in the third period.

Any player assessed a match penalty or a gross misconduct will be suspended for the balance of the tournament.

Teams are requested to be ready to go on the ice 15 minutes ahead of their game time.

A seven (7) minute warm-up will be posted on the clock as soon as the Zamboni doors close for U11, U13, U15, and U18.

Each team will have **one 30 second time-out per game.**

The center Red line has been removed for off-side pass purposes. As per Rule 73 c.

The referee's decisions are final in all matters pertaining to rules interpretation, assessment of penalties and awarding of goals and assists.

The tournament staff 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.

Tournament Staff will only discuss tournament issues with Team Officials

PROTESTS WILL NOT BE ALLOWED