

2025 CAC Spring Showcase – Tournament Rules

Welcome to the 2025 Canadian Athletic Club Spring Showcase!

We're excited to host a weekend of high-energy hockey that brings together players, families, and fans for an unforgettable experience. Whether you're a player, coach, parent, sibling, or fan, this event is all about enjoying the game together! As you cheer on your teams, please join us in upholding good sportsmanship and supporting our officials and tournament rules throughout the event.

1. General Rules:

Except where otherwise stated, all Hockey Canada, Hockey Alberta and Edmonton Minor Hockey rules apply. All players must comply with January 1st to December 31st calendar year for the age/date of birth relevant to their division. Exceptions will be granted on a case-by-case basis. Team Managers are required to download the overage request form and get approval from the tournament coordinator. All requests must be submitted by **May 20, 2025**. Please email to: springhockey@cac-hockey.com: Download a copy of the [Overage Player Request Form](#) to edit and submit.

Our Game Officials are responsible for the management of all tournament games. Abuse directed toward the Game or Tournament Officials will not be tolerated. Abusive individuals may be asked to leave the Arena, if deemed necessary and/or may be suspended from the tournament.

Disciplinary matters will be referred to the Disciplinary Committee who will rule on the matter as soon as possible. The decision of the Disciplinary Committee will be final. There are NO video reviews or appeals allowed.

Any match or fighting penalty will result in players or coaches' immediate suspension from the tournament.

Suspensions – All suspension will be issued at the discretion of the Tournament Organizers for tournament games (based on the recommendation of the referees and tournament officials).

The Disciplinary Committee members can be reached by emailing the Tournament Director at springhockey@cac-hockey.com.

The **2012** age group is a **Full Body Contact** division. The **2013** age group is **non-contact**.

2. Team Roster:

You must maintain a Team Roster that includes a valid copy of all Birth Certificates and/or Passports for every player on the team. Tournament Officials may request this information at any time during, before and after the tournament. The official roster of each team is identified by the players' names that are documented in your official roster in RAMP, which will be used on the game sheet for the team's first game. A player can only play on one team (regardless of the division). Only players defined on your officially submitted roster in RAMP can play in the tournament. You are not permitted to dress more than 20 players. No Overage players are allowed unless they received an exemption from the Tournament Committee in advance.

3. Game Sheets:

All teams must provide 5 player roster label stickers:

- Submit labels at least 45 minutes before each game
- We use physical copy game-sheets therefore your roster labels are imperative
- Dimensions 2" inches wide by 4" inches tall

4. Score Keepers | Gate Operators | Music DJ

The Canadian Athletic Club will provide score keepers and gate openers for all games, allowing your fans and parents to enjoy the game as spectators! We are encouraging all teams to designate a "Music DJ" to play music during stoppages (since the sound system is Bluetooth, you can operate this from the stands). If there is more than one "Music DJ" that is available to play music, the home team takes precedence.

5. Team Jerseys

The expectation is that the **home** team will wear their **dark** jerseys, and the **away** team will wear their **light** jerseys. In some situations, teams may only use a single uniform. In these cases, and if it is difficult to distinguish one team from the other, the Tournament Director or any appointed Rink Manager reserves the right to request that either team change their jersey. Please be prepared by bringing both your Home and Away jerseys to all games.

6. Game Length & Format

Plan to start all games 10 minutes early. Some games will end early, and coaches, players and officials need to be prepared to take to the ice when their game slot is about to start. The Tournament Director and/or any of the appointed Rink Managers will communicate adjusted game times. Games that start on time or start earlier than their scheduled time, are typically not at risk of dropping the clock. Any team unable to start the game five minutes after the scheduled start time shall forfeit the game.

All goals shall be recorded on the game sheet and shall count towards a team's total (for and against) should the need to break a tie in the standings occur. There shall be a goal differential of **no greater than 7 shown on the scoreboard**. The clock will continue to run in all games where the margin of victory is 5 goals or greater after the end of the second period. Once a game is in runtime, the clock is only stopped to record penalties or when the differential is less than 5 goals. Minor penalties are set at 3 minutes during runtime and Major penalties are 7 minutes.

When 5 minutes of scheduled ice time remains, and more than 2 minutes of game time remains, the clock will be reset to 2 minutes. Games cannot run past their allotted times.

Games for the 2012 & 2013 age group will include a **three-minute warm-up**, followed by the game with **15-20-20 Minute Stop-Time Periods**. The ice will be resurfaced (flooded) after every game. A one-minute intermission will occur between all periods.

No time-outs in Round Robin play. For all Semi-Final and Final games, teams are allotted 1 timeout each.

7. Overtime Format

All games tied during Round Robin play will end as a tie and no overtime will occur.

All games tied during the Playoffs (Semi-Final and Finals) will proceed with sudden death overtime in the form of 3 on 3 for 1 minute, 2 on 2 for 1 minute, and 1 on 1 until a goal is scored.

Penalties incurred in regulation time and not completely served in regulation time, shall carry over into overtime.

Penalties incurred during the overtime will be administered in the usual fashion up to and including the second overtime period (2 v 2, subject to any penalty carry-overs). Beginning with the third overtime (1 v 1) any new penalty being assessed will result in a penalty shot. Any penalties not expired at the end of the second overtime will result in an immediate penalty shot(s), however the offending players must continue to serve such penalties. No team can be reduced by penalties to 1 player (i.e. minimum of 2 – one of which can be a goaltender).

8. Division Standings

For all Divisions, points will be awarded in the round robin as follows:

- Win - 2 points,
- Tie - 1 point
- Loss – 0 points

Tiebreakers:

If **two** teams are tied with points at the end of round robin play, the tie is broken based on the following ranking rules in order:

1. *Head-to-Head Result*
2. *Total Goals Against (Team with lower Goals Against ranks higher)*
3. *Total Plus Minus +- (Goal Differential) (Team with best plus minus, consider the 7-goal rule)*
4. *Total Penalty Minutes (Team with Lowest Penalty Minutes ranks higher)*
5. *Coin Toss*

If **three or more** teams are tied with points at the end of round robin play, the tie is broken based on the following in order:

1. *Total Plus Minus +- (Goal Differential) (Team with best plus minus, consider the 7-goal rule) for all the round robin games*
2. *Most goals for*
3. *Fewest goals against*
4. *Fewest penalty minutes*
5. *Names in a hat*

9. Player of the Game Awards

Following all round robin games, after the handshake, coaches are to direct their players to line up on their respective blue lines. Players are to keep helmets and gloves on. At center ice, a coach from each team will give one "Player of the Game" prize (provided by the tournament).

*No player should be awarded more than 1 "Player of the Game" (POG) prize during the tournament.
No Player of the Game awards will be provided for Playoff (Semi-Final & Final) games.*

