



## PROVINCIAL TOURNAMENT RULES – JUNIOR C

### Provincial Tournament Rules:

- (a) The Provincial Championships will be played under the official HC Playing Rules with the exception of Hockey Alberta regulations and/or rules adopted by the Association.
- (b) Each Team may have a maximum of twenty-eight (28) players declared at the start of the event with a maximum of five (5) being affiliate players. Affiliated players may be used provided their affiliations were previously approved and presented prior to the start of the tournament. Once the championship tournament commences, this roster is frozen and no further additions are possible. The approved rosters will be provided to the Hockey Alberta Representative from the Hockey Canada Registry (HCR) prior to the start of the tournament.
- (c) "Home" and "Away" teams are determined for Provincial Tournament on the schedule. Home teams wear dark and away teams wear light coloured jerseys. Teams must be ready to play at the appointed time.
- (d) The length of all games will be three (3) periods of twenty (20) minutes stop-time with the ice being resurfaced between each period.
- (e) Tied games shall not be broken in round-robin play.
- (f) The disciplinary rulings, in compliance with Hockey Alberta Suspension Procedures, shall be applicable for the duration of the tournament.
- (g) Suspensions which occur during provincial play and carry over will be filed with the Junior Chair or designate.
- (h) Managers and coaches shall be deemed responsible for the behaviour of their teams and team supporters. Any inappropriate behaviour or actions by those persons registered with Hockey Alberta shall be subject to disciplinary action as prescribed in the Bylaws, Rules and Regulations.
- (i) Protests will not be entertained on the outcome of any FINAL Championship game. Only procedural items are considered eligible for protest. Referees' decisions are final.

In the event that teams are tied for a playoff position, the following procedure will apply:

#### **If two (2) teams are tied:**

- (A) The teams with the most wins in the round robin gain the highest position.
- (B) If the two (2) teams are still tied after (A) has been applied, the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total of number of goals for and against.



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NOTE: **ALL** round-robin games are included.

Example: For = 10 goals      Against = 4 goals

Percentage:  $\frac{10}{10+4} = \frac{10}{14} = .714$

**NOTE: The highest percentage gains the highest position.**

- (C) If the two (2) teams are still tied after (A) and (B) and have been applied, the team with the least number of minutes in penalties throughout all of the round-robin games gains the highest position.
- (D) If the two (2) teams are still tied after (A), (B) and (C) have been applied, then the team that scored the first goal in the game between the two (2) tied teams gains the highest position.
- (E) If the two (2) teams are still tied after (A), (B), (C) and (D) have been applied, a single coin toss will determine which team gains the highest position.
  - (I) For the coin toss for two (2) teams tied, a single coin will be tossed with one of the teams declaring either “heads” or “tails.” The team that declares the toss and is successful would then be declared the first (1<sup>st</sup>) placed team. If the team that declared the toss is unsuccessful, that team places second (2<sup>nd</sup>).

**If three (3) teams or more are tied:**

- (A) The team with the most wins would gain the highest position.
- (B) If teams are still tied after (A) above has been applied, the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by total number of goals for and against.

Example:      For = 10 goals      Against = 4 goals

Percentage:  $\frac{10}{10+4} = \frac{10}{14} = .714$

**Note: The highest percentage gains the highest position.**

- (I) If all three percentages are different for the three (3) teams that are tied, the first (1<sup>st</sup>), second (2<sup>nd</sup>), and third (3<sup>rd</sup>) place is decided with the highest percentage gaining first (1<sup>st</sup>) place and the lowest gaining third (3<sup>rd</sup>) place. The tie-breaking procedure will not go back to two teams tied.



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- (C) If two teams or more are still tied after (A) and (B) have been applied, the team(s) to qualify would be the team(s) that received the least number of minutes in penalties throughout **all of the round-robin games**.
- (D) If three teams are still tied after (A), (B) and (C) have been applied, a coin toss will determine the highest positions.
  - (I) For the coin toss involving three (3) teams tied, all three teams tied will each toss a coin. The team that tosses the first odd coin is declared the first (1<sup>st</sup>) place position of the three (3) tied teams.
  - (II) The two (2) remaining teams will now toss a single coin with one of the teams declaring either “heads” or “tails.” The team that declares the toss and is successful would then be declared the second (2<sup>nd</sup>) place team. If the team that declared the toss is unsuccessful, that team is placed third (3<sup>rd</sup>).

All games played in the Bronze & Gold Finals must decide a winner. In the case of tied games in the Final, use Hockey Canada Official Playing Rule 6.17.

- i. If the Officials feels it is necessary, they may order the ice to be re-surfaced at the end of the three regulation periods.
- ii. The puck will be faced-off at centre ice and the play will continue with a 10-minute sudden-victory overtime period.
- iii. If the score is still tied after the 10-minute sudden victory overtime period, the teams would take the normal between period break and return to play a 20-minute sudden-victory period.

*Note 1: The teams will only switch ends if the ice is re-surfaced.*

- a) any overtime period shall be considered part of the game and all unexpired penalties shall remain in force;
- b) if either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.

**For any questions pertaining to Provincial Tournament Rules, contact:**

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