



PROVINCIAL TOURNAMENT RULES - MINOR

*Excludes AFHL & AEHL Tournaments

Provincial Tournament Rules:

- (a) The Provincials will be played under the official Hockey Canada Rules with the exception of Hockey Alberta regulations and/or rules adopted by HA.
- (b) Each Team may have a maximum of twenty-three (23) Players. Affiliated Players may only be used provided their Association Affiliation and registrations in the Registry were previously approved and presented prior to the start of the tournament. Once the championship tournament commences, this roster of twenty-three (23) 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 the Provincial Tournament on the schedule. A coin toss to be used to determine the home team for the Championship Game. 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, whenever possible.
- (e) 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 actions as prescribed in the Bylaws, Rules and Regulations.
- (f) The disciplinary rulings in compliance with the Hockey Alberta Suspension Procedures shall be applicable for the duration of the tournament.

Suspensions which occur during provincial play and carry over will be filed with the Regional Minor Discipline Coordinator.
- (g) Tied games shall not be broken in round-robin play.
- (h) In the event a Team wins a game by more than ten (10) goals, that team will only be granted a goal differential of ten (10) for that game and a maximum of a ten (10) goal differential will be recorded in the statistics.

Example: For = 14 goals Against = 2 goals

Goal Differential = 10 goals

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

If two (2) teams are tied:

- (A) The team with the most wins in the round-robin gains the highest position.
- (B) If the two (2) teams are still tied after Regulation 9.3(i)(i)(A) above, the winner of the round-robin game between the two tied teams gains the highest position.



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- (C) If the two (2) teams are still tied after (i)(i)(A) and (B) have been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the follow manner:

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

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

Example: For = 10 goals Against = 4 goals

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

NOTE: The highest percentage gains the highest position.

- (D) If the two (2) teams are still tied after (i)(i)(A), (B) and (C) have been applied, the team with the least number of minutes in penalties throughout all of the round-robin games gains the highest position.
- (E) If the two (2) teams are still tied after (i)(i)(A), (B), (C) and (D) have been applied, then the team that scored the first goal in the game between the two (2) tied teams gains the highest position.
- (F) If the two teams are still tied after (i)(i)(A), (B), (C), (D) and (E) 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 (1st) placed team. If the team that declared the toss is unsuccessful, that team places second (2nd).
- (ii) If three (3) 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) will advance.
- (A) The team with the most wins would gain the highest position.
- (B) If teams are still tied after (i)(ii)(A) above has been applied, then 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.

NOTE: Games between the tied teams only will apply.

Example: For = 10 goals Against = 4 goals

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



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NOTE: The highest percentage gains the highest position.

- (I) If all three percentages are different for the three (3) teams that are tied, then first (1st), second (2nd) and third (3rd) place is decided with the highest percentage gaining first (1st) place and the lowest percentage gaining third (3rd) place. The tie-breaking procedure will not go back to two teams tied.
- (C) If two teams or more are still tied after (i)(ii)(A) and (B) have been applied, the team(s) to qualify would be the team(s) that receive the least number of minutes in penalties throughout all of the round-robin games.
- (D) If three teams are still tied after (i)(ii)(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 will each toss a coin. The team that tosses the first odd coin is declared the first (1st) place position of the three 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 (2nd) place team. If the team that declared the loss is unsuccessful, that team is placed third (3rd).
- (iii) All games played in the Semi-Finals and Finals must decide a winner. In the case of tied games in a Semi-Final, use Hockey Canada Official Playing Rules.

Hockey Canada Official Playing Rule – Tied Game

- (A) If at the end of the three regulation twenty minute periods the score is tied, the following shall take place:
 - (I) if the Referee feels it is necessary, he may order the ice to be resurfaced at the end of the three regulation periods. If the ice is not resurfaced, the teams will not change ends;
 - (II) the puck shall be faced off at centre ice and the play shall continue with a ten minute sudden victory overtime period;
 - (III) if the score is still tied after the sudden victory ten minute overtime period, the teams would take a normal between period break and return to play twenty minute sudden play periods. The teams will now change ends.
- (B) Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
- (C) If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.



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- (j) Protests will not be entertained on the outcome of any FINAL Championship game.
- (k) HA will award up to twenty-five (25) medallions to winners of Provincial Championships and the runners up in a final series, namely gold and silver. Medallions will not be awarded when a series is not held. The CEO, or designate, shall determine how many medallions will be required from season to season and will approve accordingly.
- (l) Teams failing to send a representative to the coach/manager meeting held prior to the Provincial Tournament may result in the Head Coach (as defined and determined by the Hockey Alberta Rep at the Tournament) of the team being suspended for the first two (2) games that his/her team participates in.

For any questions pertaining to Provincial Tournament Rules, contact:

Bryden Burrell
Manager, Minor Leagues
Email: bburrell@hockeyalberta.ca

Morgen Kidney
Coordinator, Minor Leagues
Email: mkidney@hockeyalberta.ca