

2021 GRAHAM TUER U15 CHALLENGE

TOURNAMENT RULES

TOURNAMENT FORMAT: 30 teams divided into 6 pools. Round robin inter-pool play - 4 game guarantee. Winners of each pool and two wildcard teams advance to playoff round. Teams will be re-seeded in playoffs based on results of pool play.

GAME FORMAT: Each game will consist of three 20 minute stop time periods, with a flood after each period. Tied games in pool play will end in a tie. Two points awarded for a win, one for a tie, and no points for a loss. One 30 second time-out will be allowed for each team during each tournament game.

PRE GAME WARM-UP: 5 minutes in length from the real starting game time or if running behind the warmup will start immediately after the ice clean is done. Teams are required to be ready 15 mins prior to game time - games may start early if required. Warm up pucks are provided by the tournament.

RULES: All games played under Hockey Canada and Hockey Saskatchewan rules. Saskatchewan U15AA rules on no change icing and faceoff positioning after a penalty will be used.

HOME TEAM: The Home Team will wear light colored jerseys and will be responsible to change jerseys if there is a colour conflict. The visiting team will wear dark jerseys.

TIE BREAKING PROCEDURES: If two or more teams are tied in pool standings, it will be broken according to the Hockey Sask Handbook/Tie Breaking Procedures (section 8). This section is available at the tournament office or on the Hockey Sask website. [Hockeysask.ca/members/handbook/tie-breaking](https://hockeysask.ca/members/handbook/tie-breaking)

WILDCARDS: After the six pool winners are determined, two playoff wildcard spots will be awarded to the teams with the most points accumulated in round robin pool play that did not win their respective pools. If two or more teams are tied for a playoff round wildcard spot, it will be broken according to the Tie Breaking Procedures.

PLAYOFF FORMAT/OVERTIME:

- There is no overtime in round robin (pool) games.
- Winners of each pool and two wildcard teams advance to playoff round. Teams will be re-seeded in playoffs based on results of pool play.
- In playoffs, ties after regulation will be broken by a 10 minute stop time period of 3 on 3 sudden victory overtime. No ice clean after regulation, teams will have a 2 minute rest, penalties from regulation carry over to overtime.
- If the game is still tied after 10 minutes of 3 on 3 overtime, a three player shootout will follow. The home team will decide whether or not to shoot first.
- If still tied after the 3 player shootout, a sudden victory shoot out will take place until a winner is declared. Teams will use a different shooter for every round. The players used in the 3 player shootout are not eligible in the sudden victory shootout until all the skaters on the bench have shot.
- Any player who has been assessed a game misconduct, game ejection, gross misconduct or match penalty will not be eligible.
- When a penalty is called in OT the penalized team will designate a player to the penalty box and the non-offending team will add a player.

Championship Final only - Overtime will be 5 minutes of 4 on 4 to start. If still tied after 5 minutes, teams will have a 1 minute rest, immediately followed by 3 on 3 until a winner is declared.

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MATCH PENALTY OR GROSS MISCONDUCT: Any player receiving a gross misconduct or match penalty will be suspended for the remainder of the tournament.

TEAM OFFICIALS: Team officials will also fall under the same rulings as the players with regards to suspensions.

SCHEDULING: If the tournament gets behind schedule, the Tournament Committee, at their discretion can and will adjust the remaining ice times and that decision will be final.

MERCY RULE: If a team is leading by 7 goals or more, the game will be run time for the third period. If the trailing team scores to narrow the spread to less than 7 goals, then the remaining time will revert to stop time. No change to the time on any current penalties will occur. Penalties incurred during running time will be as follows: three (3) minutes for each minor infraction, eight (8) minutes for each major infraction, and fifteen minutes for each misconduct.

PROTESTS: All protests must be in writing, accompanied by a \$250.00 cash protest fee signed by a carded team official within one (1) hour of game completion to the Tournament Committee. All decisions made by The Tournament Committee will be final on any or all protests. If a protest is rejected, the entire fee will be forfeited. It should be noted that a referee's decision is final and may not be protested unless it concerns an interpretation of the rules as outlined in the Hockey Canada Rulebook.

DRESSING ROOMS: Dressing room assignments will be predetermined by the Arena Staff each day. Teams will be expected to vacate their dressing room within 45 minutes of game ending, leaving in clean condition. Rooms will be inspected by Rink Marshall or Arena Staff after each game. Each team will be responsible to obtain dressing room keys from the front desk.

TOURNAMENT STATS: All game stats will be posted on the tournament website and be entered according to the official game sheet. Any requested changes to scoring will need to be in writing from the coach or manager to the tournament committee via email to gtu15challenge@gmail.com, within 30 minutes from the end of the game. Included in the subject line should be a title STATS CHANGE REQUEST. Emails will only be accepted from the head coach or manager of the team. Any team found abusing this honor system may face suspension from the tournament. The tournament will have spotters and video at select games.

COVID PROTOCOLS: Tournament following guidelines outlined by Hockey Saskatchewan Return to Play. (see website for details). Tournament operating within City of Regina Facility Guidelines (see website for details). Dressing rooms and benches are disinfected after every game. Tournament Committee is not implementing any additional CoVid testing or proof of vaccine requirements beyond Provincial or Facility requirements, at this time.

**** THE TOURNAMENT COMMITTEE MAY ALTER GAME TIMES, LOCATIONS, AND ICE CLEANS AS WARRANTED ****