



Kerry Park U18A
Winter Holiday Tournament 2025

Rules

ADMINISTRATION

1. All games will be played in accordance with current Hockey Canada, BC Amateur Hockey and Vancouver Island Amateur Hockey Association rules.
2. Each team must dress a minimum of 10 players including goaltenders to a maximum number of 20 players - 18 skaters and 2 goaltenders. Prior to the first game, the team shall provide the Final Player Roster for the tournament which must include any eligible affiliated players that the team may have. Only players on this list are eligible to play. Teams carrying one goalie must be able to replace an injured goalie within 10 minutes or forfeit the game.
3. All e-gamesheets must be completed, signed, and returned to tournament officials 1/2 hour before game time.
4. If there is a conflict in jersey colours the **visiting** team will be responsible for the change. That said, it is customary that the team designated as the 'Home' team will wear their dark-coloured uniform.
5. Each team is responsible for the security of their own dressing room. Tournament hosts will not be responsible for any lost, stolen, or misplaced items. Please follow Kerry Park arena procedures to lock the dressing room.
6. Team officials are responsible for ensuring dressing rooms are left neat and in an orderly fashion. If the assigned dressing room is not cleaned after a team departs, a **\$200.00** cleaning fee will be levied.
7. This tournament will not permit protests and all calls made by the game official/referee are final.

GAME PLAY

8. No teams are allowed on the ice until an on-ice official is on the ice. Teams that enter the ice surface prior to the officials giving permission, may be assessed a minor penalty.
9. All round robin games will be stopped with 3 minutes left before the end of the scheduled time slot regardless of any time remaining on the game clock. The time will be taken from the wall clock in the arena.
10. Any player who receives a second game misconduct, for any offense, in conjunction with a 5-minute major will be ejected from the tournament.
11. **THERE IS A ZERO TOLERANCE FOR ABUSE OF GAME OFFICIALS**, including referees, linesmen, score keepers and timekeepers. Any person exhibiting such behavior may be asked to

leave the arena for the remainder of the game. If the behavior continues, they will not be allowed to return to the tournament.

12. The tournament will adhere to a '**Mercy Rule**' for all games. If at any time there is a **6-goal** differential, the remaining time will be run time. In the event the score spread is narrowed to 5 goals, then the remaining time will revert to stop time. All minor penalties will be 2 minutes with stop time and 3 minutes with run time.

Tournament Game Format

All round robin games will consist of:

- i. 5-minute warm-up
- ii. Each period will be 15 minutes in length, all consisting of stop time. The scheduled ice slot is 80 minutes.
- iii. The clock will be stopped 3 minutes to the end of the scheduled time slot regardless of the time remaining on the game clock. The area's wall clock will be used to calculate the remaining time.
- iv. In the spirit of fair play, the timekeeper will only allow a 6-goal difference to be seen on the score clock. However, the scorekeeper will continue to input the goals in the e-gamesheet. Additionally, if the trailing team scores, missing goals will be added to leading teams score to the maximum.

During Round Robin Play, points will be awarded as follows:

- | | | |
|------|------|----------|
| i. | Win | 2 Points |
| ii. | Tie | 1 Point |
| iii. | Loss | 0 Points |

There are no Timeouts or Overtime permitted in round robin play.

At the end of the game, after each team has skated to their goaltender, they will line up for the customary handshake.

After the post game handshake, each team will select two players to be recognized for the skill and determination ability during the game. A player may only be chosen once during the tournament.

In the event of a tie in the point standings after the round robin is complete, the following procedures will be used to break the tie (in descending order):

- i. Most Wins
- ii. Best Goal Difference (GF-GA=GD)
- iii. Least Loses
- iv. Least Penalty Minutes
- v. Least Goals Allowed
- vi. Highest Goals For
- vii. Coin Toss

Consolation Game will consist of:

- i. 5-minute warm-up
- ii. 1st and 2nd period will be 15 minutes in length, and the 3rd period will be 20 minutes in length. The scheduled ice slot is 110 minutes.
- iii. There will be an ice clean 1/2 way through the second period. First whistle after 7-minute mark.
- iv. The clock will be stopped 3 minutes to the end of the scheduled time slot regardless of the time remaining on the game clock. The area's wall clock will be used to calculate the remaining time.

- v. In the spirit of fair play, the timekeeper will only allow a **6-goal** difference to be seen on the score clock. However, the scorekeeper will continue to input the goals in the e-gamesheet. Additionally, if the trailing team scores, missing goals will be added to leading teams score to the maximum.

At the end of the game, after each team has skated to their goaltender, they will line up for the customary handshake.

After the post game handshake, each team will select two players to be recognized for the skill and determination during the game. A player may only be chosen once during the tournament.

Crossover Semi-Final games and Championship Game will consist of:

- i. 5-minute warm-up
- ii. 1st and 2nd period will be 15 minutes in length, and the 3rd period will be 20 minutes in length. The scheduled ice slot is 110 minutes.
- iii. There will be an ice clean ½ way through the second period. First whistle after 7-minute mark.
- iv. The clock will be stopped 3 minutes to the end of the scheduled time slot regardless of the time remaining on the game clock. The area's wall clock will be used to calculate the remaining time.
- v. In the spirit of fair play, the timekeeper will only allow a **6-goal** difference to be seen on the score clock. However, the scorekeeper will continue to input the goals in the e-gamesheet. Additionally, if the trailing team scores, missing goals will be added to leading teams score to the maximum.

At the end of the game, after each team has skated to their goaltender, they will line up for the customary handshake.

Crossover Semi-Final games only - After the post game handshake, each team will select two players to be recognized for the skill and determination during the game. A player may only be chosen once during the tournament.

In semi-final and final games, teams **ARE** allowed **one 30 second timeout** at any time.

If games are tied after regulation time:

- i. One 5-minute sudden death overtime period will be played using 3 skaters and one goalie per side. If a penalty occurs during the 3v3 OT, the players will play 3v4 and will resent back to 3v3 at the next stoppage in play post penalty. If a player takes a penalty, which does not end during OT, then that player is precluded from shootout participation.

- IF STILL TIED -

- ii. 3 Player NHL Style Shoot out will take place – Visiting Team will shoot first, the shootout will continue until there is a declared winner. **If there is less than 15 minutes remaining in the ice slot, the shoot-out will immediately follow regulation time.** If a player takes a penalty, which does not end during OT, then that player is precluded from shootout participation. This determination will be made by the on-ice officials. No player will shoot twice until all skaters have shot. There will be no ice clean before overtime in the Final games due to game length considerations.