



EDMONTON EAGLES HOCKEY ASSOCIATION
31st SPRING TOURNAMENT
MARCH 23TH through March 26TH , 2023
TOURNAMENT RULES

The tournament shall be governed by the rules and regulations as adopted by the C.A.H.A., the A.A.H.A. and the E.M.H.A. except where the rules and regulations have been changed or modified by the EAGLES TOURNAMENT COMMITTEE as set out below. The EAGLES TOURNAMENT COMMITTEE consists of Ray Vigneau and Dylan Thomas (hereinafter referred to individually as Member and collectively as Committee).

WAIVER

All participating teams waive all rights to claim damage against the NEZ Eagles Hockey Association and its officers, sponsors and agents during all or any activities associated with the Annual Spring Hockey Tournament.

ELIGIBILITY

Every player on a team roster must be registered as a member of the registering team or as a registered affiliate with that team's Minor Hockey Association or governing body and it is the responsibility of each team to establish the eligibility of each player to the satisfaction of the Committee.

Each team shall have a maximum of nineteen (19) players, all of whom must be listed on "Approved" team sheets which will be submitted to the Committee prior to the first game.

All players must comply with A.A.H.A. requirements in respect to the age and date of birth criteria to compete in the respective categories. Any team using an ineligible player will be disqualified from the tournament and forfeit their registration fee.

GAME LENGTH

- 1) U9 level – two (2) twenty-four (24) minute run time periods. Buzzer will sound every 90 seconds to change players. Home team will change ends for period 2 to play against 2nd half of visiting team. Teams will play 4 players on each side of the ice (plus a goalie). No scores will be kept in U9 games. Finals will be decided by the host committee to ensure the most suitable matchup of teams
- 2) U11 level – three (3) thirteen (13) minute stop time periods.
- 3) U11 HADP – three (3) fifteen (15) minute stop time periods.
- 4) U13 – one (1) period of fifteen (15) and two (2) periods of twenty (20) minutes stop time.
- 5) If any game cannot be completed in the time allotted, the game clock will, when five (5) minutes remain in the allotted time, be set to two (2) minutes and the two (2) minutes shall be stop time unless one team is ahead by five (5) goals or more, in which case the two (2) minutes remaining shall be played as straight time.

SWEATER COLOURS

The Home team, as designated in the schedule, shall wear their Darks and the Visiting team shall wear their Whites.

SCORING SYSTEM: ROUND ROBIN

Team will receive:

- Twenty (20) points for each win;
- Ten (10) points for each tie;
- Six (6) points for a loss by one (1) goal;
- Four (4) points for a loss by two (2) goals;
- Two (2) points for a loss by three (3) goals;
- Zero (0) points for a loss by more than 3 goals.

In the event of a tie in the standings following the round robin portion of play, the team rankings will be established by comparing, from the record of the teams tied, the statistics in the numbered categories set out below. The team having the better record in the lowest numbered category will be awarded the higher ranking.

CATEGORIES

1. The winner of the most games where they played one against the other.
2. The team who has recorded the most wins.
3. The team who has recorded the fewest losses.
4. The team which has the greater goal differential.
5. The team which has scored the most goals.
6. The team which has allowed the least goals.

If the team rankings cannot be determined in the manner set out above, the ranking will be determined by the toss of a coin, with the Home team being awarded the decision as to which team will call heads or tails.

FORFEITURE

If a team is unable to start a game within five (5) minutes after the scheduled start of the game, it shall forfeit the game and the winners will be awarded twenty (20) points with the score recorded as 1-0. Team forfeiting will be awarded zero (0) points.

PLAYOFFS

There shall, in each category, be, an "A" Final Game played between the first (1st) and second (2nd) ranked teams and a "B" Final Game played between the third (3rd) and fourth (4th) ranked teams. The first (1st) and third (3rd) ranked teams shall be the Home teams.

In the case of a tie at the end of regulation play, overtime will be played. Play will continue (as described below) until the first goal is scored, which will terminate the game and the team scoring the goal will be determined the winner.

SUDDEN VICTORY OVERTIME IN PLAYOFFS

To commence overtime, each team will place six (6) players (one may be a goaltender) on the ice. The teams will not change ends for the overtime period and the time clock will be set for one (1) minute. Overtime shall be stop time. Overtime will be played in one (1) minute increments to allow teams to remove players from the ice. The timekeeper will stop the clock and sound the horn after each minute (until teams are reduced to two (2) players).

At the end of one (1) minute the horn will sound and each team will remove one (1) player from the ice. Play will be resumed immediately at the nearest face-off spot to the place where play ended. At the end of the next minute, the horn will sound and an additional player will be removed by each team. This process will continue until each team is reduced to two (2) players on the ice. Once each team has been reduced to two (2) players, the clock will be set to six (6) minutes. There will be no further reductions or additions and the one-minute periods will end.

Stop time play will continue until the six (6) minute period has expired. If required, a second ten (10) minute period sudden victory will be played with two (2) players. To commence play, the face-off will be held at the center ice spot.

Penalties incurred during regulation time and not completely served in regulation time, shall carry over into the overtime period and will be completed in overtime unless the game is ended.

Time penalties incurred or expired which may leave a team short or shorthanded during the overtime when teams are reduced to two (2) players will result in a penalty shot(s) to the non-offending team for each unexpired time penalty. If due to penalties a team is reduced to two players and another team penalty is incurred, the offending team will serve the most recent penalty and a penalty shot(s) will be awarded the non-offending team for each unexpired time penalty. At no time will a team be required to have less than two (2) players on the ice. Should each team have an unexpired penalty when teams are reduced to two (2) players, a penalty shot will be awarded each team. The team with the least time to

serve will shoot first (if this cannot be determined, then the home team will shoot first). Each team must shoot. If the teams are still tied, overtime will continue. If multiple time penalties remain, a penalty shot will be awarded for each unexpired time penalty until all penalty shots have been taken. All time penalties incurred with two players on the ice shall result in the awarding of penalty shots in lieu of penalty times. Teams may remove goaltenders at any time. Teams may change “on the fly” at any time.

DISCIPLINE

The Tournament Committee, or their designates, shall act as the Rules and Disciplinary Committee and shall be the final arbiter in respect to all issues concerning rules and discipline. The Coaches and Team officials as set out on the Game Scoring sheets will be held responsible for the conduct of their team players and team supporters.

Inappropriate and abusive behavior will be dealt with, in the first (1st) instance, at the discretion of the Rink Coordinator and, in disputed matters, by the Committee. In case of dispute, only the team coach or team manager is entitled to make representations to the Committee.

PENALTIES

Any coach, team official or player who receives a Match penalty will be suspended for the duration of the game and will not be permitted to take part in any further games until given permission to do so by the Committee. In any case where a Game ejection penalty, Game Misconduct penalty or Gross Misconduct penalty has been assessed, the Committee may, upon motion of the Game officials and the party affected, suspend the coach, team official or player from some or all further Tournament participation. ‘Edmonton Federation Hockey Council Minimum Suspension Guidelines’ MUST/WILL be used when dealing with ANY suspendable offences. Any individual who receives a Game Misconduct and who is directed by the Referee, the Rink Coordinator or a Member to leave the arena and are, shall do so immediately. Failure to comply with such direction, may, in the sole discretion of the Rink Coordinator or Member, result in forfeiture of the game by the team to whom the offender is associated.

If any team supporter is found to have acted in an inappropriate or abusive manner by a Referee, Rink Coordinator or Member, that supporter and a team official from the team he is deemed to be a supporter of, shall be advised of the penalty or sanction imposed upon the supporter and any failure of the supporter to comply with the terms of the penalty or sanction, may, at the sole discretion of the Rink Coordinator or Member, result in the forfeiture of a game by that team and, at the discretion of the Committee, suspension of the team from any further participation in the Tournament.

FEE FORFEITURE

The Tournament is A.A.H.A. sanctioned and any team withdrawing from the tournament after notification of acceptance may be reported to the A.A.H.A. and their entry fee will forfeit to the NEZ Eagles Hockey Association.

Schedule of Events

Tournament games will commence Thursday for local teams with all teams playing Friday through Sunday. Tournament finals will be played on Sunday.

The drawing of Raffles will be held on Saturday evening at 10:00 pm. The drawing of Raffles and Toonie stick will be held on Sunday at 1:00 pm. The names of winners will be posted at all arenas and on the nezeagles.ca website.

Castledowns Arena will be the Tournament Headquarters, but all rinks will have a tournament Rink Manager to coordinate this event. They will be equipped with cell phones should difficulties arise and these phone numbers will be posted in the arenas.

Player of the Game Award

During each match of the tournament, a player of the game will be selected from each team. The player of the game is to be selected by the coach(es) of the OPPOSING team. Please discuss with the coach(es) ahead of presenting the player of the game award to ensure that a player receives the award only once during the tournament.

Arena Locations

Castledowns Arena
(Tournament Headquarters)
11520 - 153 Avenue

Clareview Community Recreation Centre
3804 – 139 Avenue