



**EDMONTON EAGLES HOCKEY ASSOCIATION**  
**32<sup>nd</sup> SPRING TOURNAMENT**  
**MARCH 27<sup>TH</sup> through March 30<sup>TH</sup> , 2024**  
**TOURNAMENT RULES**

The tournament shall be governed by the rules and regulations as adopted by Hockey Canada, Hockey Alberta and Hockey Edmonton except where the rules and regulations have been changed or modified by the Eagles Tournament Committee as set out below.

**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.

Any team using an ineligible player will be disqualified from the tournament and forfeit their registration fee.

**GAME LENGTH**

- 1) U9 – will follow the EFHL Approved Full Ice U9 Rules and Regulations posted [here](#). 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) U13 and U15 – one (1) period of fifteen (15) and two (2) periods of twenty (20) minutes stop time.
- 4) 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

Teams 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 U11 – U15 categories, be, an “A” Final Game played between the first (1<sup>st</sup>) and second (2<sup>nd</sup>) ranked teams and a “B” Final Game played between the third (3<sup>rd</sup>) and fourth (4<sup>th</sup>) ranked teams. The first (1<sup>st</sup>) and third (3<sup>rd</sup>) 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. Play will be resumed immediately at the nearest face-off spot to the place where play ended.

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.