



The Big Apple (2011 Edition) 2024 RULES

Approved by Pro Hockey Development Group
24 Bluff Trail, Nobleton, Ontario L7B 0A1
1.866.850.8063, www.ProHoc.com



1. **2011 EDITION.** This tournament comprises players of birth year 2011 or younger. No player may play for more than one team. Mouth guards are not required, but recommended. Neck guards are mandatory. Teams must provide their own locks for the dressing/locker rooms. All players and bench staff must fill out tournament waiver before going on ice for their first game. [Waiver Here](#)
2. **REGISTRATION & ROSTERS.** A Team Official must register in person at least 60 minutes prior to their team's first game. Each team will provide a contact person, phone number and email address. All rosters must be up to date and will have been added by a team representative in advance of the tournament.
3. **GAMES.** Each team is guaranteed a minimum of 6 games.
 - a. **Games.** During a team's first 4 games a game may result in a tie... 2 points for a win, 1 point for a tie.
 - b. **Saturday BBQ Awards Ceremony...** will be based on performances during the 1st 5 games.
 - c. **Sunday Playoffs.** See points 13-17.
4. **PREGAME WARMUP PUCKS.** It is the responsibility of each team to provide their own warm up pucks. We suggest if your team is flying into town, have each player put 2-3 pucks in their bag.
5. **GAME TIMES & ICE SEQUENCE. (3x15 stop time).** All games consist of three stop time 15-minute periods. Rink will be flooded after each game.
6. **3-MINUTE WARM UP & No Timeouts in Round Robin**
7. **15-MINUTE EARLY START.** All teams must be prepared to play their games up to 15 minutes prior to scheduled start time, in the event the tournament is ahead of schedule.
8. **NO HITTING.** No hitting is be permitted at **The Big Apple** and strictly enforced. At minimum, a minor penalty will be assessed against the offending player.
9. **SUSPENSIONS.** A hit from behind results in an automatic ejection and at minimum, a 2-minute penalty. A 5-minute major penalty results in an automatic ejection and at minimum, a 1-game suspension. Any player that receives a second major penalty will result in a tournament ejection. Any player and/or team official who receives a match penalty or gross misconduct will be suspended for the remainder of the tournament.
10. **MERCY RULE (5 GOALS).** Beginning 3rd period, or at any time thereafter, if a team is ahead by five or more goals, the clock will revert to running time. If subsequently the difference is reduced to 2-goals the clock will revert back to stop time and will not resume to running time unless a 5-goal differential is reached again.
11. **MAX GOAL DIFFERENTIAL (5 GOALS).** For tie breaking purposes any one game cannot exceed 5 goals. **Example...** If your team won "8-1" in a game, for tie breaking purposes, it is recorded as a "6-1 win". Individual Stats are still recorded and are not affected by a max goal differential.
12. **PROTESTS.** No protests will be allowed. Tournament officials will consider any logical grievance, or suggestion when presented in a calm and professional manner by a designated team official only. Protests regarding officiating will not be heard.
13. **TIMEOUTS.** There will be no time outs during "Round Robin" play. During "Play Off" games, each team will be permitted one 30-second time out.
14. **No Times Outs in Playoff OT or SO.**



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- 15. OVERTIME (OT).** If needed in playoffs, a 5-minute “Sudden Win” 3-on-3 overtime period will take place to determine the winner. This rule applies only to playoff games. Powerplays (PP’s) carry over into OT which would mean “four-on-three” or “five-on-three”. **TEAMS DO NOT CHANGE SIDES IN OT.**
- 16. BEST OF 3 SHOOTOUT.** If required each team picks their first 3 shooters. These 3 players cannot be used in a potential 1st round of sudden death shootout. Any player that was still serving a penalty at the conclusion of overtime cannot shoot.
- 17. SUDDEN DEATH SHOOTOUT.** If still tied, the first team to win the 1-on-1 shoot out wins game. Each team member shoots before any one player can shoot twice. Any player that was still serving a penalty at the conclusion of overtime cannot shoot until all other players have shot.

AWARDS & PRIZING

- 18. GAME MVP.** Each Round Robin game will feature one (1) Game MVP prize.
- 19. ALL STARS.** Each player chosen as a “BIG APPLE All Star” will be awarded a prize (1st 5 games).
- 20. TOP SCORER.** Tournament Top Scorer will receive a prize (1st 5 games).
- 21. BIG APPLE MVP.** Tournament MVP receives a Pro Hockey European Tour Voucher.
- 22. FINALISTS.** Each member of a losing Finalist team will receive prizing.
- 23. CHAMPIONS.** Each member of a Championship winning team will receive prizing.

“PRO HOCKEY DEVELOPMENT GROUP” DECISIONS FINAL

All Tournament rules will be interpreted in a manner consistent with the objectives of the Tournament; namely, fairness, safety, and the enjoyment of the players. A decision by the Tournament Director and/or President/Vice President of Pro Hockey Development Group (PHDG), whether or not specifically addressed by these rules, shall be binding upon all Tournament participants. The Tournament Director and/or President/Vice President shall have the authority to grant exemptions from or make modifications to any of the rules when it is considered fair and appropriate to do so in any specific situation. All decisions by the Tournament Director and/or President/Vice President are final.

GOOD LUCK AND HAVE FUN...!!!



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TIE BREAKING SEQUENCE (Playoff Seeding)

In the event of a tie between 2 or more teams after the conclusion of the round robin, the following tie breaking procedures are used to determine which team(s) gains the higher seed position.

- 1. HEAD-TO-HEAD (2 teams only).** The winner of the round robin game between the two (2) tied teams gains the higher position. If more than 2 teams tied then the “head-to-head” tie breaker is ignored.
- 2. MOST WINS.** If still tied, the team with the most wins in the round robin gains the higher position.
- 3. BEST GOAL QUOTIENT.** If still tied, then the team with the best goal quotient (higher number) gains the higher position. It is a measure of all round robin games played.

DETERMINING GOAL QUOTIENT

Total “goals for” / (Total “goals for” + Total “goals against”)

Example... “For” = 15 goals. “Against” = 10 goals. Ratio = $15 / (15 + 10) = .750$.

Higher Percentage Number, Gains Higher Position

DETERMINING GOAL DIFFERENTIAL

Goal Differential is maxed out at 5 goals for tie-breakers.

Example... For tie breaking purposes only, an 8-1 win is formulated as a 6-1 win.

- 4. GOAL DIFFERENTIAL.** If still tied, the team with the highest goal differential (goals for minus goals against) gains the higher position. It is a measure of all round robin games played.
- 5. FEWEST GOALS AGAINST.** If still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.
- 6. MOST GOALS FOR.** If teams still tied, the team with the most goals for (all round robin games played) will gain the highest position.
- 7. EARLIEST GOAL SCORED IN THE TOURNAMENT.** If still tied, the team which scored the earliest goal in any of their round robin games gains the higher position.

For example, Teams A, B & C are in a 3-way tie. Team A’s earliest goal was 5 minutes and 47 seconds into their 3rd round robin game. Team B’s earliest goal was 4 minutes and 37 seconds into their 2nd round robin game. Team C’s earliest goal was 1 minute and 29 seconds into their 4th round robin game. Hence, Team C gains the higher position over teams A & B and Team B gains the higher position over team A.

- 8. COIN TOSS.** If still tied, a coin toss will determine which team gains the higher seed.