

2010 Sweet Heart Hockey Tournament

February 18 to February 21, 2010

Comment [Watermark1]:

- 1 A Travel Permit for the team must be presented at registration in order to establish eligibility to participate in the Tournament. Current Canadian Hockey Association (“CHA”) playing cards or players roster sheets must also be in the team’s possession.
- 2 All teams may register up to 19 players for the Tournament. If a team registers 19 players two must be registered as goalies.
- 3 Final team registration must be completed prior to the each teams’ first tournament game. If a player is suspended and cannot play, the name should be placed on the bottom of the game sheet and noted that they are suspended. A player can only be listed on 1 team roster. See Rule 8 re goalies.
- 4 All teams are to be at the arena 1 hour prior to game time and must be prepared to play at least 30 minutes prior to game time.
- 5 All teams must have 2 sets of contrasting uniforms. Only players in proper uniform and a maximum of five officials (coaches, trainer, etc.) may occupy the player’s bench.
- 6 The home team listed in the schedule shall wear white uniforms. In the event of 2 teams having identical colors, the home team will be given the choice.
- 7 Any team using suspended or illegal players will be suspended from the Tournament and all games involving the player(s) will be forfeited.
8. If a team has only one goalie and that goalie gets hurt in the game. The team will be given 5 minutes to dress one of its skaters (must be on the game sheet) to play goal. Should the injured Goalie be injured to the extent that she will not be able to play the rest of the tournament, that team will be able to select a replacement Goalie, providing the goalie is in same level (i.e.: A or AA/AAA) and has the approval of the Tournament Committee. A male goalie can not be substituted. If the injured Goalie recovers enough to play then the substituted goalie will not be permitted to dress.

PLAYING RULES & REGULATIONS

- 1 CHA and Hockey PEI rules and regulations will apply throughout, with the following exceptions:
Any Player receiving a 5 min major will be suspended from further play in the tournament

- 2 The REFEREE'S decision will be final on all CHA and Hockey PEI rule applications.
- 3 No Time Outs shall be permitted in round robin play. A 30 second timeout will only be permitted in all playoff games. 1 per team per game.
- 4 All games will consist of 3 -12 minute stop-time periods. A flood will occur between each game unless otherwise directed by the Rink Manager after consulting with both coaches.
- 5 **MERCY RULE:** If after the second period of play during any of the round robin or playoff games, should a team be trailing by five (5) or more goals, the game will be played on a straight time basis. Should the score become less than 5 goals; the game will revert to stop time. Penalties during the straight time will be three (3) minutes for a minor penalty and seven (7) minutes for a major penalty.
- 6 All Championship Games will be 3 -12 minute stop-time periods. All Championship Games will have the ice flooded before the start of the game, unless otherwise directed by the Rink Manager after consulting with both coaches.
- 7 In the event of a tie in a playoff game, sudden-death overtime will commence immediately following the third period (teams do not change ends). Overtime will be played as follows:
 - (a) 5 minutes with three (3) players (plus goaltender) per team on the ice. Penalties carried over from regulation or that occur during overtime will result in the non-penalized team adding a player for the duration of the penalty. On the first whistle after the penalty is over, teams will go back to three on three.
 - (b) Shoot out. Each team will select 3 players to shoot. If still tied, teams will then select 1 player at a time until someone scores. A player can not shoot twice unless all other players have had an opportunity to shoot. Home team has the choice as to who shoots first.
- 9 Teams will be given a three (3) minute warm-up prior to each game.

TOURNAMENT FORMAT BY DIVISION

- 1 Two (2) points will be awarded for a win and one (1) point for a tie.
- 2 Format:
 - (a) **Atom & PeeWee AA**

Two Divisions of four: Teams in each division play each other. In each Division the Teams will be ranked 1 to 4. 2nd Division A plays 1st Division B and 2nd Division B plays

1st Division A. Winners play each other in the final.

(b) **Bantam AA**

10 Team Pool: Top four teams overall will advance to crossovers (as per appropriate tie breaker) The first ranked team plays the fourth ranked team and the second ranked team plays the third ranked team. Winners will play in the Championship.

(c) **PeeWee A, Bantam A, Midget AA/AAA**

Three divisions of four. Winners of each division plus a wild card team advances to crossovers. Wild card team will be highest ranked of remaining teams to be decided based on tie-breaking formula. Winner of Division A plays the wild card team. Winner of Division B plays winner of Division C.

(d) **Midget A**

Teams in each Division play each other. Teams that are ranked first in their division will advance (1st through 4th) plus two wild card teams (5th and 6th). The top 2 ranked divisional winners will advance to semi-finals. The 3rd ranked divisional winner plays 6th and 4th ranked divisional winner plays 5th. 1st ranked divisional winner plays lowest ranked remaining team from quarter-finals.

(e) The Host Committee will determine Home and Away teams for all playoff games.

TIE BREAKING (Wild Card) FORMULA

In the event of a tie for PLAY-OFF positions in a DIVISION, the tie shall be broken by applying the following procedure in descending order.

(a) TWO TEAMS TIED

1. Record between teams tied.
2. Most wins
3. Largest goal "difference" all games.

Please note: a maximum goal differential of 5 will be permitted for each game, i.e. score ends 14 to 1, the official score will be 6 to 1.

The total number of goals for divided by the total number of goals scored for plus the total number of goals scored against. Since not all teams will have played each other, goals from the three round robin games will be used.

Example: total allowable goals for 10 and 4 against

$$\frac{10}{10 + 4} = 0.714$$

4. Least amount of penalty minutes during the tournament
5. Coin Flip

(b) THREE TEAMS TIED

1. Record between teams tied
2. Largest goal "difference" all games.

Please note: a maximum goal differential of 5 will be permitted for each game, i.e. score ends 14 to 1, the official score will be 6 to 1

The total number of goals for divided by the total number of goals scored for plus the total number of goals scored against. Since not all teams will have played each other, goals from the three round robin games will be used.

Example: total allowable goals for 10 and 4 against

$$\frac{10}{10 + 4} = 0.714$$

3. Least amount of penalty minutes during the tournament
4. Coin Flip

TOURNAMENT RULES COMMITTEE

- 1 The Rules Committee reserves the right to modify any rule herein that is deemed not in the best interest of the Tournament or amateur hockey. All decisions of the Rules Committee are final.
- 2 No protests will be considered during the Tournament. However, the Rules Committee will Consider any logical grievance or suggestion.
- 3 Tournament Committee reserves the right to reschedule Championship games to allow for travel.
- 4 Tournament Committee reserves the right to modify lengths of games and all rules noted above in the event of inclement weather etc.
- 5 In the event of tournament cancellation due to inclement weather the tournament committee will withhold \$150 of each team's registrations to cover fixed tournament costs.