

# 2016 Sweetheart Hockey Tournament Rules

February 11 to February 14, 2016

- 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 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.
- 3 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.
- 4 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.
- 5 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.
- 6 Any team using suspended or illegal players will be suspended from the Tournament and all games involving the player(s) will be forfeited.
7. If a team has only one goalie and that goalie gets hurt, 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 not be able to play the rest of the tournament, that team will be able to select a replacement Goalie, providing the goalie is at the same level or lower (i.e.: A or AA/AAA) and has the approval of the Tournament Committee. A male goalie cannot be substituted but can be used on a team if approval he is on the Hockey Canada Official Roster of the registered team in the tournament.

## **PLAYING RULES & REGULATIONS**

- 1 CHA and Hockey PEI rules and regulations will apply throughout.
- 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. Midget AAA games are 3 – 15 minutes stop time periods with a flood between the 2<sup>nd</sup> and 3<sup>rd</sup> period. 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. Midget AAA games are 3 – 15 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 cannot shoot twice unless all other players have had an opportunity to shoot. Home team has the choice as to who shoots first.
- 8 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.
  - (a) **Atom, Peewee A (10 teams)**  
 Top 4 teams advance to the crossovers. The 1<sup>st</sup> ranked team plays the 4<sup>th</sup> ranked team and the 2<sup>nd</sup> ranked team plays the 3<sup>rd</sup> ranked team. Winners will play in the Championship.
  - (b) **Midget AAA ( 9 teams )**  
 Host team will play one extra game. Tickets with the four game numbers played by host team will be placed in a hat after round robin. One game will be selected and the results from that game will not count for the host team towards placing in the round robin. Results will count towards the tie-breaker if the host and that team are tied (2 way tie). Top 4 teams advance to the crossovers. The 1<sup>st</sup> ranked team plays the 4<sup>th</sup> ranked team and the 2<sup>nd</sup> ranked team plays the 3<sup>rd</sup> ranked team. Winners of semifinal will play in the Championship.
  - (c) **Peewee AA (5 teams )**  
 Round Robin will be played and the top 2 ranked teams will advance to the final. No Semi-Finals.

(d) **Bantam A ( 8 teams )**

Two pools of 4. The top 2 teams in each pool advance to Semi-Finals crossing over with other pool.

(e) **Midget A ( 16 teams )**

Top 2 teams in each pool advance to the playoffs. Quarter finals will see A1 vs B2 , B1 vs A2, C1 vs D2 and D1 vs C2. Semi-finals will have: **winner (A1 vs B2) vs winner (C1 vs D2) and winner of (B1 vs A2) vs winner (D1 vs C2)** with highest ranked round robin (best record overall) being home team. Finals will have highest ranked round robin (best record overall) team being home.

(f) **Bantam AAA (12 teams)**

Three pools with the top ranked team in each pool advancing to the Semifinals. The next ranked team will earn the wild card spot as the 4<sup>th</sup> semifinal team.

(g) **Novice (6 teams)**

Top 4 teams advance to the crossovers. The 1<sup>st</sup> ranked team plays the 4<sup>th</sup> ranked team and the 2<sup>nd</sup> ranked team plays the 3<sup>rd</sup> ranked team. Winners will play in the Championship.

(h) 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 POOL / DIVISION, the tie shall be broken by applying the following procedure in descending order.

(a) **TWO TEAMS TIED**

1. Record between teams tied.
2. Goal differential all games. See Formula Below
3. Least amount of penalty minutes during the tournament
4. Coin Flip

(b) **THREE TEAMS TIED**

1. Largest "goal differential" all games. See Formula Below
2. Least amount of penalty minutes during the tournament
3. Coin Flip

**GOAL DIFFERENTIAL FORMULA**

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

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

### **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 \$200 of each team's registrations to cover fixed tournament costs.