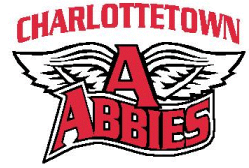




**2010 MARK'S WORK WEARHOUSE SPUD  
AAA MINOR HOCKEY TOURNAMENT  
FEBRUARY 4 - 7, 2010  
www.cmhapei.ca**



## **2010 SPUD TOURNAMENT RULES**

### **REGISTRATION**

- 1.1 All teams must register at least **1.5 hours prior to their first games** with the REGISTRATION Desk in the MacLauchlan Arena at the **University of Prince Edward Island**, University Ave., Charlottetown (entrance is to the back of the CARL arena/pool complex).
- 1.2 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") player cards or roster sheets must also be in the team's possession.
- 1.3 Birth Certificates are required of each player. Teams will be required to produce these only upon request.
- 1.4 All teams may register up to 19 players for the Tournament with the exception of Midget Boys. Each team must dress 2 goaltenders except Novice, Atom Girls, Pee Wee Girls, Bantam Girls and Midget Girls. Midget boys teams may register a maximum of 20 players per game including goaltenders.
- 1.5 No players may be added to a team roster after registration has been completed. A player can be listed on 1 team roster only.

### **GENERAL**

- 2.1 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.
- 2.2 All teams may dress up to a maximum of 19 players per game including goaltenders, EXCEPT Midget Boys, who may dress a maximum of 20 players per game including goaltenders.
- 2.3 All teams must have 2 sets of contrasting uniforms. Only players in proper uniform (sweaters with matching team socks) and a maximum of five officials (coaches, trainer, etc.) may occupy the player's bench.
- 2.4 The home team listed in the schedule shall wear white uniforms. In the event of 2 teams having identical colours, the home team will be given the choice.
- 2.5 Any team using suspended or illegal players will be suspended from the Tournament and all games involving the player(s) will be forfeited.
- 2.6 A maximum of 5 Tournament Bracelets will be issued for team officials. Players do not require a Tournament Bracelet to enter the venues.
- 2.7 Weekend Tournament Bracelets can be purchased for a cost of \$10.00 each. Daily Tournament Bracelets can be purchased for \$5.00 each. There are no individual game passes.
- 2.8 **A Maximum of 20** awards has been allotted for each winning team (17 Players and 3 Management Personnel).

## PLAYING RULES & REGULATIONS

3.1 CHA and Hockey PEI rules and regulations will apply throughout, with the following exceptions:

- (a) Match Penalty - out for the remainder of the Tournament
- (b) Fighting Major - minor hockey rules apply for the first offence. In the case of a second offence, the player will be suspended for the remainder of the Tournament.

3.2 The REFEREE'S decision will be final on all CHA and Hockey PEI rule applications.

3.3 All teams must abide by Rule 32(c) of the Official Rule Book of the CHA:

In the last ten minutes of the third period (or at any time during overtime), any player or team official who is assessed a Game Misconduct shall be automatically suspended for a minimum of one game.

3.4 No Time Outs shall be permitted.

## GAME TIMES

4.1 Teams will be given a three (3) minute warm-up prior to each game.

4.2 For all round robin, quarterfinal, crossover or semi-final games:

- (a) In all divisions, EXCEPT Bantam and Midget Boys, games will consist of 3, 12-minute stop-time periods. A flood will generally occur between the second and third period in every game unless otherwise directed by the Rink Manager.
- (b) In the Bantam and Midget Boys divisions, games will consist of 3, 15-minute stop-time periods. A flood will generally occur once every two periods unless otherwise directed by the Rink Manager.

4.3 For all Championship Games:

- (a) In all divisions, EXCEPT Bantam and Midget Boys, championship games will consist of 3, 12-minute stop-time periods. The ice will be flooded prior to the start of the warm up and between the 2nd & 3rd periods unless otherwise directed by the Rink Manager.
- (b) In the Bantam and Midget Boys divisions, championship games will consist of 3, 15-minute stop-time periods. The ice will be flooded prior to the start of the warm up and between each period unless otherwise directed by the Rink Manager.

4.4 The Rink Manager may, at his/her discretion, direct to forego or add a flood at any time. Contributing factors include (but are not limited to):

- (a) The tournament schedule is running ahead or behind;
- (b) Ice conditions do not warrant a flood (e.g. where a Novice, Atom or PeeWee game preceded a Bantam/Midget game and the ice is still relatively fresh at the start of the game);
- (c) Ice conditions warrant a flood (e.g. where a Bantam/Midget game preceded a game and the ice is excessively worn at the start of the game).

- 4.5 **MERCY RULE:** If after the second period of play during any of the round robin, quarterfinal, crossover or semi-final games, should a team be trailing by five (5) or more goals, the ice will not be resurfaced and the game will be played on a straight time basis for the entire third period. If the five-goal spread occurs during the third period, the game clock shall go to straight time for the remainder of the period. If at any time there is a seven-goal difference during the third period, the game is over. Maximum plus/minus will be plus or minus seven. Penalties during the straight time will be three (3) minutes for a minor penalty and seven (7) minutes for a major penalty. This rule does not apply in Championship games.
- 4.6 In the event of a tie in a quarterfinal, crossover, semi-final or championship game, sudden victory overtime will commence immediately following the third period (teams do not change ends). Overtime will be played as follows:
- (a) 5 minute stop-time period. Each team will play with four (4) players plus a goaltender. In the event a penalty is assessed, the offending player shall proceed to the penalty box to serve the penalty. The penalized player shall return to the ice at the end of their penalty.
  - (b) 5 minutes with three (3) players (plus goaltender) per team on the ice. The provisions with respect to penalties set forth above apply.
  - (c) 5 minutes with two (2) players (plus goaltender) per side. The provisions with respect to penalties set forth above apply.
  - (d) 5 minutes with one (1) player (plus goaltender) per side. If there is a penalty assessed at this point then the non-offending team will play for the duration of the penalty, with one extra player. The offending team's player goes directly to the penalty box until the penalty expires at which point the player in the box returns to the ice. At the next stoppage of play, the game will resume with one (1) player (plus goaltender) per side.
- In the event of offsetting penalties in overtime, teams will not change the number of players on the ice.

#### TOURNAMENT FORMAT BY DIVISION

- 5.1 Two (2) points will be awarded for a win and one (1) point for a tie.
- 5.2 Except where otherwise noted, the team with the best record in the round robin will be the home team.
- 5.3 In the **Novice Division**, there are 6 teams. After each team has played 3 games, the top 4 teams will be seeded, based on points, and, if necessary, the tie breaking formula.
- Semi #1: 1<sup>st</sup> vs. 4<sup>th</sup>  
Semi #2: 2<sup>nd</sup> vs. 3<sup>rd</sup>
- Final: Winner Semi-final # 1 vs. Winner Semi-final # 2
- 5.4 In the **Atom Division**, there are six groups of 4. Each group winner will be seeded 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> based on points, and, if necessary, the tie breaking formula. The next 2 Seeds will be wildcard spots and will be seeded 7<sup>th</sup>, & 8<sup>th</sup>, based on points, and, if necessary, the tie breaking formula.

- Quarterfinal # 1: 1<sup>st</sup> seed vs. lowest seed not in the same group  
 Quarterfinal # 2: 2<sup>nd</sup> seed vs. lowest remaining seed not in the same group  
 Quarterfinal # 3: 3<sup>rd</sup> seed vs. lowest remaining seed not in the same group  
 Quarterfinal # 4: Other two remaining seeds.
- Semi-final # 1: Highest remaining seed vs. Lowest remaining seed not already played.  
 Semi-final # 2: Other two remaining seeds.
- Final: Winner Semi-final # 1 vs. Winner Semi-final #2

- 5.5 In the **Peewee Division and the Bantam Division**, there are five divisions of 4. Each group winner will be seeded 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, & 5<sup>th</sup>, based on points, and, if necessary, the tie breaking formula. The next 3 Seeds will be wildcard spots and will be seeded 6<sup>th</sup>, 7<sup>th</sup>, & 8<sup>th</sup>, based on points, and, if necessary, the tie breaking formula.

- Quarterfinal # 1: 1<sup>st</sup> seed vs. lowest seed not in the same group  
 Quarterfinal # 2: 2<sup>nd</sup> seed vs. lowest remaining seed not in the same group  
 Quarterfinal # 3: 3<sup>rd</sup> seed vs. lowest remaining seed not in the same group  
 Quarterfinal # 4: Other two remaining seeds
- Semi-final # 1: Highest remaining seed vs. Lowest remaining seed not already played.  
 Semi-final # 2: Other two remaining seeds.
- Final: Winner Semi-final # 1 vs. Winner Semi-final #2

- 5.6 In the **Midget Division**, there are three divisions of 4 and one division of 6. Each group winner will be seeded 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup>, based on points, and, if necessary, the tie breaking formula. The next 4 Seeds will be wildcard spots and will be seeded 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, & 8<sup>th</sup>, based on points, and, if necessary, the tie breaking formula.

- Quarterfinal # 1: 1<sup>st</sup> seed vs. Lowest remaining seed not already played  
 Quarterfinal # 2: 2<sup>nd</sup> seed vs. lowest remaining seed not already played  
 Quarterfinal # 3: 3<sup>rd</sup> seed vs. lowest remaining seed not already played  
 Quarterfinal # 4: Other two remaining seeds
- Semi-final # 1: Highest remaining seed vs. Lowest remaining seed not already played.  
 Semi-final # 2: Other two remaining seeds.
- Final: Winner Semi-final # 1 vs. Winner Semi-final # 2

## TIE BREAKING FORMULA

- 6.1. 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

1. Record between teams tied.
2. Most wins
3. Largest goal differential (all games; most in any one game is 7)
4. Least goals scored against (all games).
5. Most goals scored for (all games).
6. The team that scored the earliest goal in the games between the teams tied.

**(b) THREE OR MORE TEAMS**

1. Most wins.
2. Largest goal differential in games between teams tied, provided all tied teams have played each other.
3. Least goals scored against in games between teams tied, provided all tied teams have played each other.
4. Most goals scored for in games between teams tied, provided all tied teams have played each other.
5. Largest goal differential in all games (most in any one game is 7).
6. Least goals against in all games.
7. Most goals scored for in all games.
8. The team that scored the earliest goal in its first game.

GOAL DIFFERENTIAL: goals for minus goals against.

**TOURNAMENT RULES COMMITTEE**

- 7.1 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. No protests will be considered during the Tournament. However, the Rules Committee will consider any logical grievance or suggestion.