

TOURNAMENT RULES – SANCTIONED TOURNAMENTS

All games will adhere to the latest rules of the sanctioning organization - Hockey Alberta or Hockey Calgary. These rules take precedence over any rules below.

Game Length: 75 mins

Periods: 15/15/15 Stop

Warm Ups: 3 mins

National Anthem: 3 min (during your first game only, all players line up on blue lines following the warm up)

Intermission: 1 min

- All games are stop time
- No time outs permitted
- A 3-minute warm-up will begin at the scheduled permit time
- Players will not leave the ice between periods
- There will be a 1-minute intermission between each period
- No game will exceed the permit time. If undue delays occur for any reason and the game cannot be completed within the permit time, the following procedure will be followed:
 - At the first stoppage of play after time reaches 5 minutes left on the permit, the timekeeper will notify the referee
 - At this stoppage of play the clock will be reset to 2 minutes and the remainder of the game completed with stop time.

SCORE KEEPERS and PENALTY BOX

The home team must provide 2 volunteers each to fill out the game sheet, and help the home penalty box. The visiting team must provide 1 volunteer to help in the visitor penalty box.

Any team unable to start the game five minutes after the scheduled start time shall forfeit the game.

All goals shall be recorded on the game sheet and shall count towards a team's total (for and against) should the need to break a tie in the standings occur. There shall be a goal differential of no greater than 5 shown on the scoreboard.

TEAM COLORS

The Home team wears dark, the away team wears light / white.

PENALTIES: 2 min minors, 5 min majors.

DISCIPLINE

Disciplinary matters will be referred to the Disciplinary Committee who will rule on the matter as soon as possible. The decision of the Disciplinary Committee will be final.

Abuse directed toward the game or tournament officials will not be tolerated. Abusive individuals will be asked to leave the arena and may be suspended from the tournament.

Any match or fighting penalty will result in players or coaches immediate suspension from the tournament.

Suspensions – All suspension will be issued at the discretion of the Tournament Organizers for tournament games (based on the recommendation of the referees).

All write ups to be done on the back of the game-sheet.

TEAM ROSTER RULES

Teams must have their Hockey Canada sanctioned rosters and submit them in advance. Only players on the team's official Hockey Canada rosters (including call ups from a lower division) may participate.

Teams must provide their own warm-up pucks.

MERCY RULE (For Stop Time Games)

All games will be played with the "Mercy Rule" in effect at any point in the game.

When a (5) goal difference occurs at any time in the game, the clock will switch from stop time to running time.

If the game returns to a (4) goal deficit – the game will revert to stop time.

Penalty calls - clock will be stopped and 2 and 5 min penalties will start at the drop of the puck. Then follow the mercy rules above.

GAMES TIED AT END OF REGULATION

All games tied at the end of regulation play during the round robin will remain tied with each team getting TWO points.

PLAYER OF THE GAME AWARDS

Following each game, after the handshake, coaches will present one "Player of Game" gift to a player of their choice after the game, off the ice.

TOURNAMENT RULES

Teams play a 3-game round robin. For the fourth (final) games, teams will be matched based on the points system below (the two teams with the most points will play each other, the next 2 teams will play each other, etc). Games sanctioned by Hockey Alberta / Hockey Calgary are not permitted to have overtime or tie-breaking play, therefore no gold/silver/bronze can be awarded after the final games.

ROUND ROBIN POINT SCORING:

WIN +3 Points

TIE +2 Points

LOSS +1 Point

If two teams are tied with points at the end of round robin play, the tie is broken based on the following in order:

1. Goal differential for all the round robin games
2. Most goals scored
3. Fewest goals against
4. Fewest penalty minutes
5. Coin toss (or names in a hat, in the case of more than 2 teams tied)

Goal differentials per game max out at 7, even if the score was higher, the standings will only credit a 7 goal differential.