



Sunshine Coast Minor Hockey Association Tournament Rules

All games are played under Hockey Canada, B.C. Hockey and PCAHA rules.

- 1) **Team Officials**; please arrive at least 45 minutes before game time to fill out game sheet in tournament Office / or information table.
- 2) **Team officials** are responsible for ensuring their dressing rooms are left in a neat and orderly condition. Any damage that occurs, your Association will be billed damage or clean up costs.
- 3) **Teams must have** two responsible adults in dressing room at all times.
- 4) **The roster** is defined as the players listed on the teams Hockey Canada/USA Official Roster and all eligible affiliated players who may play in the tournament must be listed on the game sheet of game number one.
- 5) **Teams** are not allowed on ice until Ice Officials are present and teams given consent. Failure will result in disciplinary action.
- 6) **Games** will consist of: 1st and 2nd period of 15 minutes stop time. 3rd period: The referee will determine if there is sufficient time to play the period in the allotted time or set the length of the period accordingly as half the number of remaining minutes remaining. IE: 15 minutes remaining in time slot = 8 minutes of playing time. There are no time outs.
- 7) **Teams** will shake hands at end of game and line up for most valuable player selection. The home team is to wait until the visiting team has left the ice, before they leave the ice.
- 8) **Any player receiving a gross or match penalty will be suspended for the balance of the Tournament. Team Officials receiving a game misconduct will be suspended for the remainder of the Tournament. It is the responsibility of Team Officials to ensure that ineligible players do not play or the entire team could be disqualified from tournament.**
- 9) **Goal Spread** – If any time during the game, one team is 6 goals ahead, the remaining time will be running. If the team behind scores to narrow the spread to 5, time will revert back to stop time.
- 10) **Point System** – 2 points for a Win, 1 point for a Tie, 0 points for a Loss. NOTE: Results of skills competition do not influence point's standings in anyway. Skills competition is for fun, participation is optional.
- 11) **The top two teams in each pool advance to the medal rounds.**

Ties - In the event that teams are tied at the end of the Round Robin play, the following procedure will apply to advance into the appropriate Round. If two teams are tied, the winner of the qualifying game between those teams will place higher. If more then two teams are tied and one has a perfect record against the tied teams, they will place higher. If the teams are still tied it reverts to **Best Goal Average, Least Penalty Minutes, Coin Toss.**

Goal Average is determined by dividing the total number of goals for plus goals against into goals for. $GF / (GF+GA)$: IE: Total 10 goals for, Total 4 goals against is, $10/14 = 0.744$. Again, please note, the maximum spread per game is 6.
- 12) **Overtime, Round Robin** – No Overtime will be played during Round Robin play.
- 13) **Overtime, Playoffs, Final Day** – Overtime will be played as follows: 5 minute running time (sudden death) Four on Four, goalies in the net. If no decision after overtime, a shootout will be held as follows:

5 players from each team will alternate in the shootout. The team who scored the most goals, Wins. If teams are still tied they continue, alternating shooters until one team scores and the other misses. No one shooter may repeat until the entire roster is used.
- 14) **Awards:**

Gold Round Winner - Awarded 1 Team Trophy and Team Medals
Silver Round Winner - Awarded 1 Team Trophy and Team Medals
Bronze Round Winner - Awarded 1 Team Trophy and Team Medals
MVP Medals - Awarded to a player from each team after every Round Robin game.
Participation Medals - Awarded to the remaining teams.
- 15) The referee's decision is final and no protest will be accepted.
- 16) The tournament Director reserves the right to add appropriate rules.