



## Strait Richmond Minor Hockey Tournament Rules

**Revised: November 2023**

*The tournament has the right to reschedule games due to weather or any other unforeseen circumstances.*

1. Hockey Canada / Hockey Nova Scotia rules as set out for minor hockey will govern the conduct and play of all tournament games. Tournament by-laws shall be in addition to Hockey Canada / Hockey Nova Scotia playing rules.
2. If a team withdraws from the tournament thirty (30) days prior to the tournament date, a full refund will be provided. If a team withdraws within the thirty (30) days, a refund will only be provided if the Tournament Committee is able to fill the vacant spot.
3. All teams traveling to the Tournament from outside the "Strait Area Zone" will require a travel permit. It is recommended that you bring a copy of the travel permit with you.
4. Any coach or manager who, in the opinion of the executive committee displays poor sportsmanship shall be suspended from the tournament.
5. Any team which, in the opinion of the Tournament Committee, deliberately affects the outcome of a game to exploit the tie breaking formula, will be expelled from the Tournament and the opposing team will be awarded the game by a score of 5 – 0.
6. Each coach and / or manager shall be held responsible for the conduct of his / her team while in the arena, dressing rooms, and on the ice.
7. This is a friendly, fair play tournament; we strongly encourage good sportsmanship and conduct at all times. It is emphasized that any players receiving one of the following penalties, or any other penalty resulting in suspensions, will be suspended as per Hockey Nova Scotia Ruling.
  - a. Fighting
  - b. Game misconduct for any reason.
  - c. Match misconduct for any reason.
  - d. Gross misconduct for any reason.Each team will be guaranteed three games unless there are suspensions, games defaulted etc.
8. The Nova Scotia Minor Hockey Council "Code of Discipline" will be enforced at the Tournament. All suspensions will be reported to the Nova Scotia Minor Hockey Council Suspension Coordinator within twenty-four (24) hours of the infraction.
  - a. Coaches are responsible to verify length and severity of all suspensions with their Regional Director.
  - b. Coaches are responsible to ensure that any suspended player or team official does not participate in the Tournament during the period of his / her suspension.
  - c. If a player or team official does participate in any Tournament game while under suspension, their team will forfeit the game by a score of 5 – 0 and the violating team will be suspended from the Tournament.
9. NO PROTESTS will be entertained by the Tournament Committee.
10. NO TIME OUTS are permitted.

11. Proof of age for any player participating in the Tournament must be available upon request for review and verification by the Tournament Committee.
12. All players and bench officials are to shake hands following the game.
13. All teams must dress a minimum of ten (10) players, and one (1) goaltender for each Tournament game unless permission to do otherwise has been granted by the Tournament Committee.
14. Each team is required to vacate the dressing room within 20 minutes after their game has ended.
15. There will be no body checking permitted in any level of U9, U11, U13 or Recreational divisions.
16. For all Tournament games, the coach / manager shall have his / her team in the arena a minimum of thirty (30) minutes prior to the scheduled game time. At the discretion of the division tournament coordinator, games may start early if both teams agree, are on the ice, and ready to play. If the tournament is running ahead of schedule, the starting time of any game may be advanced a maximum of twenty (20) minutes at the discretion of the Tournament Committee.
17. Failure to ice a team or failure to show up for any scheduled game will result in a default by a score of 5 – 0. Coaches / managers are encouraged to confirm all game times / locations as posted on the tournament website. This includes all Consolation and Championship games.
18. All round robin games will consist of two (2) 12-minute and one (1) 15-min stop time periods.
19. All Consolation, and Championship games will consist of three (3) 15-min stop time periods.
20. If, for any reason, the Tournament is running behind schedule, Tournament Officials reserve the option to implement “straight time” at any time during any game, including consolation and championship games.
21. There will be a three-minute (3) warm up after the flood or at the start of the game with (3) minutes indicated on the clock. The warmup will start as soon as the Zamboni door closes or as soon as the teams from the previous game leave the ice.
22. At U11 divisions and above, ice cleaning will occur after every two periods of play for round robin and consolation/championship games. If time allows, ice cleaning may also occur before the Consolation and Championship games.
23. In the U11, U13, U15, and U18 Divisions if there is a five-goal differential at any time during the third period, including consolation and championship games, the clock shall revert to straight time for the remainder of the game. Straight time will remain in affect even if the team trailing by five goals scores to reduce the goal differential. The clock can be stopped by the referee (at his / her discretion) due to injury, intentional delay of game, etc. Minor penalties during “straight time” will be posted as 3 minutes and will start at the drop of the puck.
24. In the case of a penalty overlapping running time and stop time, the balance of penalty time is divided in half.
25. During the Round Robin portion of the tournament, each team will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.
26. In case of a tie at the end of divisional play, the winner will be determined by applying the following procedure in descending order.

### **Two Teams Tied**

If two teams are tied in points, the higher standing will be determined as follows in descending order:

- a. The winner of the game between the two teams.
- b. If two teams are tied and the game between the two ended in a tie, or the two teams have not played each other during the round-robin portion of the tournament, the higher standing

will be determined based on the ratio of goals for to goals against (goals for divided by goals against), calculated to three decimal places. The higher standing would be awarded to the team with the higher ratio.

- c. goal differential (goals for minus goals against) The higher standing will be awarded to the team with the higher differential.
- d. fewest goals against in round robin play.
- e. most goals for in round robin play.
- f. If the two teams are still tied, the higher standing will be determined by a coin toss.

### **Three or more teams tied:**

In case of a tie at the end of divisional play between three or more teams, the higher standing will be determined as follows in descending order:

- a. ratio of goals for to goals against (goals for divided by goals against) calculated to three decimal places. The higher standing would be awarded to the team with the higher ratio. In calculating this ratio, only the records of the tied teams in games against each other shall be considered. The team with the higher ratio will be awarded the higher standing. The second highest ratio gets second place, etc.
- b. If the teams are still tied, the higher standing will be determined by goal differential, (goals for minus goals against). In calculating this differential, only the records of the tied teams in games against each other shall be considered. The higher standing will be awarded to the team with the higher differential. The second highest differential would get the next highest standing, etc.
- c. If the teams are still tied, the higher standing will be awarded to the team with the fewest goals against in the round robin portion of the Tournament. In calculating this total, only the records of the tied teams in games against each other shall be considered. The second lowest goals against for would get the next highest standing, etc.
- d. If the teams are still tied, the higher standing will be awarded to the team with the most goals for in the round robin portion of the Tournament. In calculating this total, only the records of the tied teams in games against each other shall be considered. The second highest goals for would get the next highest standing, etc.
- e. If the teams are still tied, repeat steps 1 through 3 including the games against all teams in the division.
- f. If still tied, the higher standing will be determined by a coin toss.

### **27. Tie Breaking Format for Championship & Consolation Games (Over-Time)**

If a Championship or Consolation games is tied at the end of regulation time, the following tie breaking format will be used. (goaltenders to remain in same end as third period for the duration of the overtime periods):

- a) 5 minute stopped time, 4 vs 4, sudden death.
- b) 5 minute stopped time, 3 vs 3, sudden death.
- c) If a penalty is assessed during the 3 vs 3 portion of the overtime, a player is added from the non-penalized team until the penalty expires and the next stoppage of play occurs. The penalized player returns to the ice when their penalty expires. At the next stoppage of play, players are removed from the ice as dictated by the overtime format.
- d) At no time will any team play with less than three skaters during the overtime. If a team is assessed a penalty that would leave the team with less than three skaters, the penalized skater would serve his penalty, and the opposing team will add a skater, up to a maximum of five

skaters. The penalized player returns to the ice when their penalty expires. At the next stoppage of play, players are removed from the ice as dictated by the overtime format.

- e) If no winner has been determined after the two periods of overtime, a shootout will take place, using one goalie and three (3) shooters from each team. Each of the shooters will take alternate shots on the opposing goalie until each of the six (6) shooters has had their turn. The team that scores the most goals will be declared the winner. If a player is serving a penalty that has not yet expired by the end of overtime, this player will not be allowed to be one of the first 3 shooters.
- f) If still tied, one skater from each team will take a shot. This continues until one skater scores and the other does not. Penalized players are now eligible to shoot.
- g) No player may take a second shot until all skaters on a team have taken a shot. Order of shooters may be changed for the second round.

#### **Four Team Divisions**

In a four (4) team tournament, all teams will play each other once. The two teams with the best records overall at the end of the Divisional play will playoff to declare the champion. The third and fourth place teams will play for the bronze.

#### **Five Team Divisions**

In a five (5) team tournament, each team will play three games. The host team will play four games. At the end of Divisional Play, a draw will take place involving the four teams that the Host Team played against. The team drawn will have the results of that game stand, while the results for the Host Team will be voided. Team standings will then be decided. The Consolation and Championship games will then be decided as per the 4-team format.

#### **Six Team Divisions**

In a six (6) team division, the teams will be divided into two (2) groups of three (3). Teams from one group will play those in the other group. After Divisional play is complete the top two (2) teams overall will play for the Championship and the 3<sup>rd</sup> and 4<sup>th</sup> place teams overall will play for the Consolation.

#### **Seven Team Divisions**

In a seven (7) team tournament, each team will play three games. The host team will play four games. At the end of Divisional Play, a draw will take place involving the four teams that the Host Team played against. The team drawn will have the results of that game stand, while the results for the Host Team will be voided. Team standings will then be decided. The Consolation and Championship games will then be decided as per the 6-team format.

#### **Eight Team Divisions**

In an eight team Divisions teams will be separated into two (2) groups of four (4). Teams will play each team in their group once. After Divisional play is complete the top 2 teams overall will play for the Championship and the 3<sup>rd</sup> and 4<sup>th</sup> place teams overall will play for the Consolation.



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## Revised: November 2023

### U7/U9 Divisions

1. U7/U9 will play 3 games consisting of 2-20 minute straight-time periods. Buzzer every 1½ or 2 mins to change lines.
2. All games will be played half ice.
3. For U7, each team will have 6 players on the ice at a time, five (5) skaters and one (1) in nets. Players will alternate as goalies – no goalie gear to be worn.
4. For U7, each team to have one coach on the ice and at least one coach on the bench.
5. For U9, each team will play a 4 on 4 format, with a goaltender.
6. At the beginning of each game, there will be a puck drop. On play stoppages comprising of (i) goals; or (ii) a goaltender freezing the puck, players are to return to their own end and the puck placed in a neutral area (no face-offs).
7. When buzzer sounds, players are to skate to their bench, without playing the puck. During line changes, players are to skate around the back of their net, prior to joining play or an Official will place the live puck in a neutral area (no face-offs); the dead puck from preceding shift to be retrieved by official.
8. All double-shifting players are required to "tag up" at bench before returning to play, or play will be whistled down.
9. As per Hockey Nova Scotia regulations regarding U7/U9 games:
  - a. No statistics will be kept, published, or retained.
  - b. No Standings will be kept.
  - c. No posted scores.
  - d. There will be no payoffs or jamboree/tournament winner.

There are **no MVP awards or medal rounds for the U7/U9** games.