



Strait Richmond Coastal Clash Tournament Rules

Revised: August 2025

The tournament committee 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 thirty (30) days of the tournament, a refund will only be issued if the tournament committee is able to fill the vacant spot with another team.
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 tournament 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 all participants to always demonstrate good sportsmanship and respectful conduct. 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 for verifying the 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 for 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 to 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 Crossover 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 Crossover and Championship games will consist of three (3) 15-min stop time periods.
20. There will be a two-minute (2) warmup after the flood or at the start of the game. The warmup will start as soon as the Zamboni door closes or as soon as the teams from the previous game leave the ice.
21. At U11 divisions and above, ice cleaning will occur after every two periods of play for round robin and Crossover/Championship games. If time allows, ice cleaning may also occur before the Crossover and Championship games.

22. In the U11, U13, U15, and U18 Divisions if there is a five-goal differential at any time during the third period, including Crossover and Championship games, the clock shall revert to straight time for the remainder of the game. Straight time will remain in effect 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.

23. In the case of a penalty overlapping running time and stop time, the balance of penalty time is divided in half.

24. 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.

25. 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. All round robin games played will be used to calculate the ratio. The higher standing would be awarded to the team with a higher ratio.
- c. *fewest goals against* in round robin play. (All games played)
- d. *most goals for* in round robin play. (All games played)
- e. 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 round robin 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 a higher ratio.
- b. If the teams are still tied, the higher standing will be determined by *goal differential*, (goals for minus goals against). The higher standing will be awarded to the team with the higher differential.
- 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.

- 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.
- e. If the teams are still tied, the higher standing will be selected through a draw.

26. Tie Breaking Format for Championship & Crossover Games (Over-Time)

If a Championship or Crossover game 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) 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.

- d) 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 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.

- e) 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.

- f) 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.

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 round robin 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 Crossover 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 round robin play is complete, the top two (2) teams from each group will advance to the crossovers. Winners of the crossovers will play in the championship game.



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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 U7 games will be played half ice. All U9 Games will be full 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 has one coach on the ice and at least one coach on the bench.
 5. For U9, each team will play a 5 on 5 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 officials.
 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 playoffs or jamboree/tournament winners.
- There are **no MVP awards or medal rounds for the U7/U9** games.