

## 2010 HOCKEY TOURNAMENT OFFICIAL RULES

### 1. *Playing Rules*

- a) The latest CHA rules and Hockey PEI guidelines will apply for all games.
- b) The Referee's decision on playing rules will be final.
- c) The Tournament Rules Committee will rule on matters relating to the Tournament rules.

### 2. *Players*

- a) All players must be registered with the Minor Hockey Association represented by each team.
- b) A player may play on only one team throughout this Tournament.
- c) A team will be allowed to dress a maximum of nineteen players, including two goaltenders.
- d) In the event of an injury to a goaltender during Tournament play, and the team does not have an alternate goaltender dressed, the team will be given five (5) minutes to dress another goaltender. The game will continue after the five minutes have expired.
- e) No time-outs will be permitted during tournament play.

### 3. *Games*

#### a) Round Robin Play

Each round robin game consists of three (3), twelve (12) minute stop-time periods with a flood after the second period.

b) Semi-Final and Championship Games - All games are the same as the round robin games.

#### c) In the Event of a Tie for Cross-over and Championship Games

Sudden victory overtime will commence immediately following the 3rd period.

(Teams do not change ends). Overtime will be played as follows:

- Five (5) minute stop-time period. (This period will be played in a 4 vs 4 format)

*In the event that the game remains tied, the game will be decided by a shootout as follows:*

Each team shall submit three (3) shooters. The home team will shoot first and the team with the most goals after three shooters will win the game.

*In the event the game is still tied, the game will be decided by sudden victory shootout as follows:*

Each team shall submit one (1) shooter. The home team will shoot first. This will continue until one team scores and the other does not.

*\*\* Coaches may not select a shooter twice until all skaters have been selected.*

d) If there is a goal differential of five (5) goals or more at any time DURING the 3rd period, the REMAINDER of the game shall be STRAIGHT time.

e) Two (2) points will be awarded for a win, one (1) point per team for a tie. There is a maximum of a plus five (+ 5) or a minus five (- five) goal differential in any one game.

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### ***4. Penalties***

- a) Any player assessed a penalty for fighting at any time in the 3rd period will be suspended for a minimum of the next Tournament game.
- b) Any player or team official receiving a Match Penalty or Gross Misconduct will automatically be suspended from further Tournament play, until a ruling is made by the Rules committee.
- c) All penalties shall be served as per CHA rules. In straight time, penalty time begins with the drop of the puck.
- d) No protests will be accepted.

### ***5. General***

- a) All players are to be at the Arena at least THIRTY (30) MINUTES PRIOR to game time and ready to play.
- b) Teams should have two (2) sets of contrasting sweaters. In the event that teams present themselves with similar sweaters, the VISITING TEAM will be required to change.
- c) Teams placing 1st in their divisions (or highest ranking team) are the home team for all playoff games.
- d) For divisions with 6 or more teams, the top four (4) teams will be selected for semi-final games (using tie breaking formula) regardless of division.

### ***Divisional Tie Breaking Formula***

4, 12, 14 & 16 Team Divisions

*These are applied in order of occurrence:*

*Two Teams Tied*

- 1. Record between two teams tied
- 2. Team with the most wins
- 3. Largest goal differential all games ( maximum of 5 goals per game)
- 4. Least goals scored against all games
- 5. Most goals scored for all games
- 6. The team that scored the earliest goal in the game between teams tied
- 7. The team that scored the earliest goal in their first tournament game
- 8. Coin toss

*Three Teams Tied*

1. Team with the most wins
2. Largest goal differential in games between teams tied ( maximum of 5 goals per game)
3. Largest goal differential all games ( maximum of 5 goals per game)
4. Least goals against in games between teams tied
5. Most goals for, in games between teams tied
6. Least goals scored against all games
7. Most goals scored for all games
8. The team that scored the earliest goal in their first tournament game
9. Coin toss