



## TOURNAMENT RULES

1. The Tournament is sanctioned by the CHA, Hockey Alberta and Hockey Edmonton. CHA playing rules will apply unless otherwise stipulated by the Tournament Committee.
2. All games will be three 20-minute stop-time periods. NOTE: If a game is going to infringe unreasonably into the following game, the Tournament Chairman or his representative may change the time to straight time.
3. All teams must be at the arena at least 45 minutes before game time. (Pre-Game Warm up time will be minimum 5 minutes)
4. All teams must have a copy of their team registration (HCR) and affiliation registration (HCR) available for inspection by the Tournament Committee if requested.
5. Teams will leave their dressing rooms in a reasonably clean condition.
6. Division standings will be Final. Tie Breaking Procedures are attached.
7. Overtime will be played in the Championship playoffs only. If teams are tied at the end of regulation time, the following overtime provisions will apply:
  - a. If the referee feels it is necessary, he may order the ice to be cleaned at the end of the three regulation periods.
  - b. The teams will NOT change ends.
  - c. The puck shall be faced off at center ice and play shall continue with a ten-minute stop time, sudden victory overtime period.
  - d. If the score is still tied after the sudden victory overtime period, each team will select 5 players for a shoot out. If still tied after the 10-player shoot out, each team will select 1 new and different player for a sudden victory shoot out until the game is won.
  - e. All penalties not completed by the end of the overtime period will make the player(s) ineligible for the shootout.
8. If at any time during the third period there is a goal spread of **five** goals or more, the game clock shall be run as straight time. If the goal spread becomes less than five goals the clock will revert back to stop time.
9. Each team shall be permitted to take one time-out of thirty seconds during the course of regular playing time or overtime. This timeout must be taken during a normal stoppage of play.
10. Minimum Suspension guidelines of Hockey Alberta and Hockey Edmonton will apply.



## **Bantam Tournament Tie Breaking Procedures**

### **Two Teams Tied**

If two or more teams are tied at the conclusion of the Divisional games, then the following procedure will be used to determine the Final Division Standings.

In the event that teams are tied, the following procedure will apply:

1. If two teams are tied:
  - 1.1 The winner of the Divisional game between the two tied teams gains the higher position
  - 1.2 The team with the most wins in the Divisional games gains the higher position.
  - 1.3 If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.  
NOTE: All round robin games are included.

Example: For = 10 goals / against = 4 goals

Percentage:  $\frac{10}{10+4} = .714$

NOTE: The higher percentage gains the higher position
  - 1.4 If the two teams are still tied after 1.1, 1.2, and 1.3 have been applied, the team with the least number of minutes in penalties throughout all of the Inter-Divisional games gains the higher position.
  - 1.5 If the two teams are still tied after 1.1, 1.2, 1.3, and 1.4 have been applied, then the team, which scored the first goal in the game between the tied teams, gains the higher position.
  - 1.6 If the two teams are still tied after 1.1, 1.2, 1.3, 1.4, and 1.5 have been applied, a single coin toss will determine which team gains the higher position.

## Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker

2. If three teams or more are tied, the point record established in the games among the tied teams only (Tied teams must have played a game against each other) will be used as the first tie breaking formula in deciding which team(s) shall advance.

- 2.1 The team with the most wins would gain the highest position.

- 2.2 If teams are still tied after 2.1 have been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

NOTE: All Divisional games are included

Example: For = 10 goals / against = 4 goals

Percentage:  $\frac{10}{10+4} = .714$

NOTE: The highest percentage gains the highest position(s).

The exercise of 2.2 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. THEY DO NOT GO BACK TO THE 'TWO TEAM TIE BREAKER'

Example;

- A. Team A - .714 = 1 seed - Advances  
Team B - .500 = 3 seed – Does not advance  
Team C - .650 = 2 seed – Advances
- B. Team A - .714 = 1 seed – Advances  
Team B - .500 = Still tied with team C – go to next step 2.3.  
Team C - .500 = Still tied with team B – go to next step 2.3.
- C. Team A - .650 = Still tied with team B – go to next step 2.3.  
Team B - .650 = Still tied with team A – go to next step 2.3.  
Team C - .500 = Does not advance

- 2.3 If teams are still tied after 2.1 and 2.2. The team with the fewest goals against (all round robin games played) will gain the highest position.

- 2.4 If teams are still tied after 2.1, 2.2 and 2.3. The team with the most goals for (all round robin games played) will gain the highest position.

- 2.5 If teams are still tied after 2.1, 2.2, 2.3 and 2.4 have been applied; the team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.

- 2.6 If teams are still tied after 2.1, 2.2, 2.3, 2.4 and 2.5 have been applied, a coin toss shall determine the winner. In a 3-team coin toss, the odd team gains the highest position.

The Tournament Committee Chairman's decision will be final.