



## **Tim Jardine Showcase Hosted by South Delta Minor Hockey RULES AND REGULATIONS**

All games will be played under CHA, PCAHA and BCHA rules and regulations and conditions established by South Delta Minor Hockey Association.

Games will be two hours in duration, with three, 20-minute stop-time periods. There will be a five-minute warm up prior to each game's commencement. There will be an ice clean every two periods. Time between periods will be one minute, except when there is an ice clean. There will be no ice-clean between the third period and any necessary overtime in playoff games.

One, 30-second TIME OUT, per team, per game (overtime included) is allowed.

If at any time the goal differential is greater than 5 goals, running time will commence. If the goal differential drops to 5 or below, stop time will resume. The penalty time clock will commence from the first face-off following penalty assessment. During running time, 2-minute penalties will be 3 minutes, 5-minute penalties will be 8 minutes and 10- minute penalties will be 15 minutes. For tie-breaking, the normal penalty time assessment will be used. If stop time resumes during a penalty, the penalty time remaining on the clock will not change.

If changes in schedule or playing time are found necessary in the operation of the tournament, team management will be advised as soon as possible.

The designated home team will change jerseys in the event of a conflict with jersey colour; designated visiting teams will leave the ice first.

### **Penalties**

PCAHA, BCHA and Hockey Canada penalty guidelines apply. For example, major penalties for boarding, body checking, charging, CFB, head contact, elbowing/kneeing, cross-checking, and slashing will result in a minimum one game suspension; if the penalty occurred in the last 10 minutes of regular time, or in overtime, it will be two games.

Any player or team official assessed a "Match Penalty "or "Gross Misconduct" will be suspended from further play in the tournament. Major penalties for fighting or checking from behind may result in further suspensions after review of game reports by the tournament committee. All other game misconducts, 10-minute and major penalties will be reviewed by the tournament committee.

### **Tournament Pools**

Teams will be divided into two, four-team round robin pools, with each team playing the three other teams in the pool. Following the three-game round robin, all eight teams advance to the playoff round. The team finishing first in one pool will play the fourth-placed team in the other pool. The team finishing second in one pool will play the third-placed team in the other pool. Winning teams will advance to the

semi-finals. The two teams that are knocked out in the semi-finals will play for third place. The winners of the semi-finals advance to the final game.

For the tournament championship game, the home team will be assigned based on best record from the round-robin play portion of the tournament.

## **Tournament Scoring**

Two points will be awarded for a win, one point for a tie and zero points for a loss.

The maximum goal differential in any round robin game is 6. (Example: if the score is 10- 2, only 8-2 will be used in the calculation.)

Standings will be determined as follows:

1. Most points obtained in round robin play

In the event of a tie, the following criteria shall be used:

### **a) Two Teams Tied**

- i) Best win record in games played between tied teams.
- ii) If still tied, the team with the best overall win record in the round robin.
- iii) If the two teams are still tied after i) and ii) 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 + against.

NOTE: All games are included.

NOTE: A maximum of six (6) goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.

Example: Goals For = 10 Goals Against = 4 Goals

Percentage:

Total Goals For = 10

Total Goals for + Total Goals Against (10 + 4) = 14

$$10/14 = 0.714$$

- iv) If the two teams are still tied after i), ii) and iii) have been applied, the team with the least number of minutes in penalties throughout **all** games, gains the higher position.
- v) If the two teams are still tied after i), ii), iii) and iv) have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.
- vi) If the two teams are still tied after i), ii), iii), iv) and v) have been applied, a single coin toss will determine which team gains the higher position.

### **b) Three or More Teams Tied**

NOTE: The three–team tiebreaker is used to determine the seeding of the three tied teams. 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.

If three teams or more are tied, the point record established in the games **among the tied teams only** will be used as the first tie breaking formula in deciding which team(s) shall advance, provided they played an equal number of games against one another.

- i) The team with the most wins (among tied teams), in ALL games, would gain the highest position.
- ii) If teams are still tied after i) has been applied then the team with the best goal average gains the highest position.

NOTE: All games are included.

NOTE: A maximum of six (6) goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual “goals for” of the losing team in the particular game (see sample calculation above).

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

The exercise of ii) establishes the team or teams with the highest position(s) by percentage. These team(s) will advance. If there are still teams tied, they go to the next step. They do not go back to the “Two Team Tiebreaker”.

Example:

- (1) Team A – .714 = 1 seed – Advances  
Team B – .500 = 3 seed – Does Not Advance  
Team C – .650 = Advances
- (2) Team A – .714 = 1 seed  
Team B – .500 = Still Tied with Team C – go to next step iii)  
Team C – .500 = Still Tied with Team B – got to next step iii)
- (3) Team A – .650 = Still tied with Team B – go to next step iii)  
Team B – .650 = Still tied with Team A – go to next step iii)  
Team C – .500 = Does not advance.

iii) If teams are still tied after i) and ii), the team with the fewest goals against (all games played) will gain the highest position.

iv) If teams are still tied after i), ii), iii), the team with the most goals for (all games played) will gain the highest position.

v) If teams are still tied after i), ii), iii) and iv), have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout all games played.

vi) If teams are still tied after i), ii), iii), iv) and v) have been applied, a coin toss shall determine the winner. In a 3-team coin toss, the odd team gains the highest position.

## **Elimination games**

In the elimination portion of the tournament, in case of a tie at the end of regulation time, a 10-minute (15 minutes in the final) sudden victory period will be played. The overtime period will be played with each team at 4- on-4 (plus goaltenders). \* If there is no scoring following this OT period, there will be a shootout of five different shooters, one at a time. If still tied, then each team will continue to select one new shooter until one team is ahead after both team attempts. The home team chooses who shoots first.

\* Penalties during 4-on-4 overtime: If, at the end of regulation time, teams are 5 skaters on 3 skaters, teams will start overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 4 on 4, as appropriate. If, at the end of regulation time, teams are 4 on 4, teams will start overtime 3 on 3. If, at the end of regulation time, teams are 3 skaters on 3 skaters, overtime starts 3 skaters on three 3 skaters. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage, player strength is adjusted to 4 on 3 or 4 on 4, as appropriate. At no time will a team have less than three skaters on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed.

## **General**

Teams must dress at least nine skaters and a goaltender within 10 minutes of the designated start time, otherwise the game will be forfeited.

Team officials will be responsible for the conduct of their teams, both on and off the ice, and will also be held responsible for any damage to the arena complex.

No protests of referees will be entertained.

Any other protest will be made in writing and submitted to the tournament committee within two hours of the matter being protested.

Decisions of the tournament committee will be final.