



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 playoffgames.

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 the purpose of 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 icefirst.

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 for a win, one point for a tie and zero points for a loss.

For the purpose of tie-breaking, 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:

- (a) Most points obtained.
- (b) If two or more teams are tied for any position, standings will be determined by ranking the teams on the basis of most wins.
- (c) If two or more teams are still tied after (b), standings will be determined by ranking the remaining teams on the basis of least losses.
- (d) If two or more teams are still tied after (c), standings shall be determined by considering only those game(s) played by the tied teams against each other (head-to-head game(s)):
 - (i) team with best winning percentage in these game(s)
 - (ii) team with most goals for in these game(s)
 - (iii) team with least goals against in these game(s)If after either step (d)(i) or step (d)(ii) a team's ranking can be determined, that team shall not be considered further in the subsequent step(s). However, the goals for and goals against used to evaluate steps (d)(ii) and (d)(iii) shall still include the head-to-head game(s) involving the team(s) whose ranking was determined after steps (d)(i) and/or (d)(ii).
- (e) If still tied after (d), standings shall be determined by the team with the least penalty minutes, and if still tied, team scoring the first goal in head to head play, and if still tied, a coin flip.

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, 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.