



Storm Pee wee A1 Winter Showcase

January 24 - 26, 2020

HOSTED BY SOUTH DELTA MINOR HOCKEY ASSOCIATION
PEEWEE A1 STORM

RULES AND REGULATIONS

Please note that each team is responsible for their own insurance for the Tournament.

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

ROSTERS

Rosters are frozen at the start of each team's first game. Maximum roster allowed is 18 skaters and 2 goalies. Teams must dress at least nine skaters and a goaltender within 10 minutes of the designated start time; otherwise the game will be forfeited.

Managers are requested to check in at the tournament registration desk **minimum** 30 minutes prior to each game time and sign their roster as verified and / or make any required corrections / revisions to their game sheet.

GAME TIME PROTOCOL

Teams cannot take the ice for warm ups until the officials are present and wave the team onto the ice. There will be a five-minute warm up prior to each game's commencement. Teams are required to provide their own pucks for warm up. The Home team is to supply 5 pucks to officials. Home teams are to wear light colored jerseys. Home/Away teams will be listed on the tournament schedule.

If changes in playing time are found necessary in the operation of the tournament, team management will be advised as soon as possible. For example: If overtime is needed to determine a winner.

Time between periods will be one minute, one 30 second TIME OUT, per team, per game (overtime included) is allowed.

Designated visiting teams will leave the ice first.

GAME DURATION

Games will be one and a half hours in duration, with two 15-minute and one, 20-minute stop-time periods.

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.

MAJOR PENALTIES

Major penalties for fighting or checking from behind may result in further suspensions after review of game reports by the tournament committee.

Game misconducts in the last ten minutes and game misconduct for instigator in a fight, will result in a further one game suspension.

Any player or team official assessed a "Match Penalty" or "Gross Misconduct" will be suspended from further play in the tournament. All other game misconducts, 10-minute and major penalties will be reviewed by the tournament committee.

TOURNAMENT POOLS

There will be two pools (A & B) of 4 teams each. Teams will play three games in a round robin format in their pool. One game Friday, two games Saturday. Four (4) teams will advance to the Semi-Final rounds based upon results of the round robin games, consisting of the top two (2) teams from each pool standings. The remaining Four (4) teams in 3rd and 4th in both pools will play each other for consolation game. The winners from Semi-Final games will advance to the final Championship Game.

For the tournament championship and consolation 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 5. (Example: if the score is 10-2, only 7-2 will be used in the calculation.)

STANDINGS

Standings track sheets will be posted in the lobby and will be updated after each round.

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)):

(e) If still tied after (d), the best goals for and goals against differential will be used.

(f) if still tied after (e), then best goals against will be used, and if still tied, a coin flip.

ELIMINATION GAMES - OVERTIME

In the playoff games on Saturday, a 5-minute 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 three 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.

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

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.