

## TOURNAMENT RULES

### ATOM-PEE WEE COMPETITIVE TOURNAMENT

1. With the exception of those rules listed below, the rules of this Tournament shall be those of Hockey Canada (H.C.) and Hockey New Brunswick (H.N.B.)
2. Only H.C.R. (Hockey Canada Registry) rostered players and teams that are members of a duly registered league for the current season shall be allowed to participate. Any teams picking-up a player from another team roster or playing any ineligible player not listed on their respective H.C.R. designated team roster will be automatically disqualified.

Note: A player will not be permitted to play with more than one team during the tournament.

3. All teams must submit a copy of their official H.C.R. roster listing every player and team official before participating in the tournament. No additions will be accepted after start of first game.
4. When team colours conflict, it will be the responsibility of the home team to change sweaters. (Rule 2.1 - H.C.)

NOTE: All Goaltenders must wear a CSA throat protector that is attached to the face mask. (Rule 26 - N.B. M. H. C.)

5. All game misconduct, match penalties, etc., will be referred to the Hockey New Brunswick disciplinary Committee for immediate action and the decision of the Rules Committee will be final. No protest is allowed in regard to the judgement of a Referee or other officials (Art. 109-1 - H. N.B.). All suspensions will be based on the N.B.M.H.C. minimum standards for discipline.

6. The duration of penalties shall be served as prescribed by Hockey Canada Official Rule book.

7. Teams must report for each game no later than one (1) hour before game time. Teams must be ready to play no later than 15 minutes before a schedule game time.

8. All games will consist of three periods of 12-12-12 minutes of stop time. All teams will be entitled to one (1) thirty (30) seconds time out per game. (Rule 10.17 (F) - H.C.)

9. Tied games in round robin play shall remain a tie.

In the event of a tie in a playoff game, sudden-death overtime will commence immediately following the third period (teams do not change ends). Overtime will be played as follows:

(a) 5 minutes with three (3) players (plus goaltender) per team on the ice. Penalties carried over from regulation or that occur during overtime will result in the non-penalized team adding a player for the duration of the penalty. On the first whistle after the penalty is over, teams will go back to three on three.

(b) Shoot out. Home team has the choice as to who shoots first. Each team will select 3 players to shoot. If still tied, teams will then select 1 player at a time until someone scores. A player cannot shoot twice unless all other players have had an opportunity to shoot.

10. If after the second period of play during any of the round robin or playoff games, should a team be trailing by five (5) or more goals, the game will be played straight time. Should the score become less than 5 goals; the game will revert to stop time. Penalties during the straight time will be three (3) minutes for a minor penalty and seven (7) minutes for a major penalty.

A maximum goal differential of 5 will be permitted for each game, i.e. score ends 14 to 1, the official score will be 6 to 1.

11. Any player receiving four penalties in the same game shall be assessed a game ejection (Rule 4.2-F & Rule 27.4 - N.B. M. H. C.).

12. Any player or team official receiving two game misconduct penalties during the tournament shall be suspended from further tournament play.

13. No fighting or intent to injure will be allowed. Anyone fighting will be automatically suspended from further tournament play. Fighting penalties, misconduct and match penalties will be reported to the player's Community Hockey Club.

14. Warm up before games will be three (3) minutes.

15. If a team does not show up for a scheduled game, the other team will be awarded the game 5 to 0 (Rule 22 - N. B. M. H. C.).

16. In the event of a tie for a PLAY-OFF position, the following tie-breaking formula will be used:

**If two teams are tied:**

1. The winner of the round robin game between the two tied teams gains the higher position
2. The team with the most wins in the round robin gains the higher position.
3. If the two teams are still tied, 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:  $10/10+4 = .714$

NOTE: The higher percentage gains the higher position

Please note: a maximum goal differential of 5 will be permitted for each game, i.e. score ends 14 to 1, the official score will be 6 to 1.

4. If teams are still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.
5. If the two teams are still tied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.
6. If the two teams are still tied, 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

1. 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.
2. The team with the most wins, in games among the three teams, would gain the highest position
3. If teams are still tied, 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 round robin games are included

Please note: a maximum goal differential of 5 will be permitted for each game, i.e. score ends 14 to 1, the official score will be 6 to 1.

Example: For = 10 goals against = 4 goals

Percentage  $10 \div 4 = .714$  NOTE:

The highest percentage gains the highest position(s).

4. If teams are still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.

5. If the two teams are still tied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.

6. If the two teams are still tied, a single coin toss will determine which team gains the higher position.

17. In categories with one division with more than six (6) teams, the top four teams will advance to the Semifinals: 1st plays 4th, 2nd plays 3rd, and the two winning teams will play in the championship game.

In a division with four (4) teams, the top team will advance to the finals while teams in 2nd and 3rd place will play in a semi-final game. The winner will advance to the finals.

18. In categories with 2 divisions, the two top teams of each division will move to the semifinals. A cross over from each division will occur - 1A versus 2B, 2A versus 1B. The winners of the semifinals will move to the finals.

19. In categories with 3 divisions, the top team of each division, plus the team (wild card) with the best overall record will move to the semifinals. The winning teams will be ranked by position then 1st plays 4th, 2nd plays 3rd. The winners of the semifinals will advance to the finals.

20. The official interpretation of these rules rests with the Tournament Chairman.