



JOHN REID MEMORIAL TOURNAMENT

RULES AND REGULATIONS

Tournament Rules and Format:

- **Game Guarantees and Structure:**

- Each team is guaranteed a minimum of 5 games.
- Games consist of three 20-minute stop-time periods with a full ice clean after each period.
- If time constraints arise, the referee and tournament committee may eliminate the ice cleaning, with play resuming after a two-minute rest period.
- Warm-ups are 5 minutes, and pucks will be supplied by the tournament.

- **Tournament Format:**

- The tournament features 16 teams, divided into two divisions: the Reid Division and the Iginla Division.
- Each division contains 2 pools of 4 teams.
- Teams will play 3 games within their division during the qualifying round.
- Playoff advancement:
 - The top two teams from each pool advance to the "A" Championship Playoffs.
 - The third-place team from each pool advances to the "B" Consolation Playoffs.
 - The fourth-place team from each pool advances to the "C" Consolation Playoffs.

- **Point System and Overtime:**

- Points per game:
 - Win in regulation: 3 points.
 - Loss in regulation: 0 points.
 - Win in overtime: 2 points.
 - Loss in overtime: 1 point.
- Tied games during round-robin play will follow the overtime format outlined in the tournament guidelines.

- **Tiebreaker Procedures:**

- In the event of a tie for a playoff spot, the following tiebreakers will be applied in descending order:
 - a. Head-to-head result: If two teams are tied, the winner of their game advances.
 - b. Most wins: The team with the most total wins advances.
 - c. Most regulation wins: The team with the most wins in regulation advances.
 - d. Goal average:
 - Determined by dividing total goals for by the sum of total goals for and against: $GF / (GF + GA)$.
 - A maximum 6-goal differential per game is applied (see Mercy Rule B).
 - Shootout goals are excluded from this calculation.
 - e. Penalty minutes: The team with the fewest penalty minutes during the qualifying round advances.
 - f. Coin toss: If teams remain tied after applying all previous criteria, a coin toss will determine the advancing team.



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OVERTIME FORMAT

If a round-robin or playoff game ends in a tie during regulation time, the following Overtime format will take Place:

- Teams will not change ends; after a 2-minute break, teams will play a 5-minute (3-on-3) stopped-time overtime period. The game shall be concluded on a sudden death victory goal. If no goal is scored during the 5-minute overtime, the game shall be decided via an NHL-style shootout. Each team shall select three players to participate in the initial stage of the shootout. The team scoring the most goals after the first three shooters of each team have gone will be declared the winner. If the teams are tied after the first three shooters have gone, then each team will send individual shooters one at a time until one team scores and the other team doesn't allow a goal. No player may shoot twice until everyone eligible has shot.
- Shootout Eligibility: Only active players on the roster can participate in the shootout; injured players, whether previously listed on the roster or for injuries occurring during that game, are exempt. Players serving suspensions or serving penalty time for major penalties, misconducts or game misconducts are ineligible to participate in the shootout. Players serving minor penalties at the end of overtime are eligible to participate in the shootout.
- Overtime periods are considered part of the whole game. Penalties will carry over into overtime periods. If a team declines to play in the necessary overtime periods, that game shall be declared a loss for that team. Where time constraints dictate, the referee and the tournament committee may eliminate the 5-minute overtime period and proceed straight to the shootout at the end of regulation time.

CHAMPIONSHIP GAME OVERTIME FORMAT

- In the event of a tie in the Championship game at the end of regulation time, the teams will not change ends and, after a 2-minute break, will play a 5-minute sudden-death overtime period of 4-on-4 hockey. If the game is still tied after the first OT, a 5-minute, sudden-death 3-on-3 overtime period will occur. All play will be "stopped time." The above shootout format will determine the tournament champion if the game is still tied after both 5-minute overtime periods.

RULES

- The tournament will be played under C.H.A. rules. All Players must wear CSA, or U.S. equivalent approved helmets, with face masks securely attached and chinstraps fastened correctly under the chin.
- All teams must wear all approved equipment required by their own provincial / state governing hockey body. Certified neck guards are required to be worn by all players during the competition. Mouth guards are not mandatory.
- Each team must provide the tournament committee with a team roster before the start of the tournament. C.H.A. or U.S. equivalent registration cards for all roster players must be available for review by the Tournament Committee at any time.
- The team roster may include affiliated players (with registration cards). The roster is frozen once the tournament starts.
- The referee-in-chief will appoint a referee and linesmen to officiate each game.
- Off-ice officials (timekeepers, scorekeepers, and announcers) shall be the responsibility of the Tournament Committee.
- Disciplinary rulings shall apply for the duration of the tournament. As required, a written report of any disciplinary ruling by the Tournament Committee will be sent to the correct governing body.
- Coaches and Managers are responsible for ensuring that any suspensions are appropriately served by their team members. At a minimum, Hockey Alberta's minimum suspension guidelines will be followed.
- Coaches and Managers are responsible for the behavior of their team and supporters. Inappropriate behavior shall be subject to disciplinary action by the Tournament Committee.
- The Tournament Committee reserves the right to alter game times and locations as circumstances warrant.
- Team managers will be advised of changes.
- Teams must be ready to play at appointed times. Roster check in must take place minimum 30-minutes before the start of the game.
- St. Albert Raiders Sabres will use the east players bench in Performance Arena for the duration of the tournament. Home and Away team is determined by schedule (not bench) for games played against St. Albert Raiders Sabres in Performance Arena.
- Home team jersey is dark; Away is light. Sabres maintain the option to wear third jersey for any game.
- St. Albert Raiders Sabres will play all tournament games in Performance Arena; the committee reserves the right to make playoff schedule adjustments to ensure this occurs.



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MERCY RULE

- If, after the second period of play, during any game in the tournament, a six goal differential occurs, the clock will be set to running time following
- The subsequent face-off. Should the differential become less than six goals the clock will revert to stop time when the goal is scored. The penalties during running time will be the same length as in stop time.
- For the purpose of the plus-minus calculation, a maximum of a six goal differential will be used. If the final score in any qualifying round game has a goal differential of greater than six, the goals for will be reduced to a differential of six.

TIME OUTS

- One 30-second time-out will be allowed for each team during a tournament game.
- Time-outs cannot be used when the Mercy Rule is in effect.

PROTESTS

- Any protest must be made verbally to the Tournament Office within 15 minutes after the game has ended.
- A written account of the protest along with an CAD100.00 cash protest fee must be submitted to the Tournament Office within one hour after the game has ended.
- The Tournament Committee will act on the written account as soon as they believe all the facts are available. All rulings made by the Tournament Committee WILL BE FINAL.
- If a protest is rejected, the entire protest fee will be forfeited
- No protests will be allowed on judgment calls made by on-ice officials.

SHOOTOUT RULES

- If the game remains tied at the end for the five (5) minute overtime period (or 10-minute overtime period in the Championship game), the teams will proceed in a shootout. The shootout rules shall be the same as those for a penalty shot.
- The Teams will not change ends for the shootout. The visiting Team will shoot first. The teams shall alternate shots. Teams shall remain on their respective benches except for the goalies and players currently taking the shot.
- Three (3) players from each team shall participate in the shootout and proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a major penalty, ten-minute misconduct, have been assessed a game misconduct, gross misconduct, or match penalty, or are suspended.
- Once the shootout begins, the goalkeeper cannot be replaced unless injured. No warm-up shall be permitted for a substitute goalkeeper. Each team will be given three shots unless the outcome is determined earlier in the shootout.
- After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format.
- No player may shoot twice until everyone who is eligible has shot.