



# JOHN REID MEMORIAL TOURNAMENT

## RULES AND REGULATIONS

### TOURNAMENT FORMAT

- The tournament will guarantee each team a minimum of 5 games.
- Each game will consist of three 20-minute stop-time periods with full ice clean after each period. However, where time dictates, the referee and tournament committee may eliminate the ice cleaning. Play will recommence after a two-minute rest period.
- Warm-ups will be 5 minutes in duration with pucks being supplied by the tournament.
- The tournament format will consist of 16 teams split into two pools, the Reid Pool and the Iginla Pool. These pools each contain 2 divisions of 4 teams.
- Each team will play 3 games within their division in a qualifying round. The top two teams from each of the 4 divisions advances to the "A" championship playoffs. The third-place team from each of the 4 divisions advances to the "B" consolation playoffs. The fourth-place team from each of the 4 divisions advances to the "C" consolation playoffs.
- During round-robin play, games tied in regulation will follow the overtime format. Wins in regulation are worth 3 points. Losses in regulation are worth 0 points. Wins in Overtime are worth 2 points. Losses in Overtime are worth 1 point. The overtime format is described on the next page.
- **TIEBREAKERS:** In the event teams are tied for a playoff spot, the following procedure will apply in this descending order: If two teams are tied in points, the winner of the game between the two teams will advance **(A)**. If two, or more than two teams, are tied in points the team with the most wins will advance **(B)**. If two, or more than two teams, are tied in points the team with the most regulation wins will advance **(C)**.
- If the teams are still tied after (A), (B) and (C) have been applied, the team with the best goal average in the qualifying round (all qualifying round games counting) will advance **(D)**. The goal average will be determined by dividing the total number of goals for and against into the total goals for, with the team having the highest percentage advancing. (GF/ GF+GA) **(E)**. Maximum 6 goal differential for each game will be observed. (see Mercy Rule B). Shoot-out goals do not count in total. If the teams are still tied after (A), (B), (C) and (D) the team which received the least amount of penalty minutes in qualifying round play will advance. If the teams are still tied after (A), (B), (C), (D), and (E) then a *coin toss* will determine the team to advance.



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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.



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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.



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### CODE OF CONDUCT

Hockey Canada, Hockey Alberta, and St. Albert Minor Hockey Association (SAMHA) endeavour to make hockey enjoyable and safe for all players, coaches, officials, volunteers, and parents through established code of conduct, please:

- Strive to enhance the safety of all hockey participants at all times.
- Always err on the side of caution and never practice any behaviour that may ultimately harm a participant or worsen an injury.
- Strive to promote the values of *Fair Play, Integrity, and Friendship* in hockey, and never condone, encourage, or engage in or defend unsportsmanlike conduct.
- Always put the player's best interest first and ensure that all players are treated with respect and integrity, free from any form of physical and/or emotional maltreatment.
- Never practice, condone, defend or permit discrimination on the basis of race, colour, sex, sexual orientation, age, religion, or ethnic origin.

Coaches, parents, and players please remember that that respect for the officials is expected at all times; both on and off the ice. The game happens at a quick pace and the officials are doing their best job; interpreting play and penalties. Verbal abuse of any official is not permitted and is subject to review by Tournament Committee and discipline.