



## BANTAM T2-T3 2020 Tournament: Rules and Regulations

### Team Registration

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1. All games will be played under VIAHA, BC Hockey and Hockey Canada rules.
2. Final roster registration must be approved before playing first game. No player additions will be allowed once the tournament starts.
3. All players must be properly registered with the CHA through their governing body.
4. Only 19 players may be registered and 19 players dressed per game (17 skaters and 2 goalies).
5. Team officials should report to the tournament table at least 20 minutes prior to game time to fill confirm electronic scoresheet. Starting line ups are not required.
6. Copies of all electronic game sheets will be forwarded to BC Hockey in order to assess disciplinary action in accordance with association rules.
7. Home team will be responsible for changing jerseys in the event of a colour conflict.
8. There will be a \$100.00 fine for any damage to dressing rooms or players benches.

### Game Format and Rules

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9. No teams are allowed on the ice until an on-ice official is on the ice and permission has been granted for players to enter the ice surface. Teams that enter the ice prior to the officials may be assessed a minor penalty.
10. All Round Robin games are scheduled for 1:45 minutes of ice. Finals will be 2 hours. All games will be 3 stop time periods of 15-20-20 with a 4 minute warm up.
11. For all games, the third period will end according to the score clock or minus 3 minutes from the wall clock **whichever comes first**.
12. Time outs are not allowed except for gold/silver and bronze medal games. There will be one time out per team in final games.
13. If teams are tied after at the conclusion of the Round Robin games the game will end in a Tie. If a final/medal game is tied at the conclusion of the 3<sup>rd</sup> period there will be a one minute rest at the player's bench followed by five minutes of 4 on 4 hockey. In overtime, no penalized team

will play with fewer than three skaters and a goalie; the non-penalized team will add a skater to a maximum of 5 skaters.

14. If a game remains tied after overtime, NHL shootout rules will be used to determine the game winner.
15. Any player or team official receiving a match penalty or gross penalty during the tournament will be suspended from further play in the tournament. The match penalty shall be reported to the tournament director or tournament office at the conclusion of the game. It is the responsibility of the team manager to ensure the team complies with this rule.
16. Any player receiving a second game misconduct shall be suspended from further tournament play.
17. Any team official receiving a second game misconduct shall be suspended from further tournament play.
18. Team officials are responsible for the conduct of their fans. If undesirable behavior is identified and persists, the team shall be suspended from further tournament play.
19. A penalty for delay of game may be assessed at the discretion of the referee in the event where play must be stopped as a result of a player leaving the penalty box without properly securing the gate.

### **Standings and Tie Breaking Format**

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20. Throughout round robin play teams will be awarded 2 points for a win; 1 point for a tie and 0 points for a loss.
21. It is the responsibility of team officials to be present at the rink following round robin games for the posting of final round robin standings to see if they advance to the finals on Sunday.
22. In the event that teams are tied for a playoff position at the end of the round robin play, the following tie-breaking procedure will determine placing of tied teams:
  - a. If two teams are tied
    - i. Greatest number of wins
    - ii. Head to head round robin winner
    - iii. Highest Goal Quotient (goals for divided by total goals) amongst tied teams.  
Example: Team A wins 5 – 3, loses 3 – 5, and wins 4 – 1 in round robin.
      1. Total goals for and against = 21
      2. Total goals for = 12
      3. Quotient =  $12/21 = 0.5714$

- iv. If teams remain tied after steps i -iii, then the tie will be broken according to the first goal scored in the game between the tied teams
  
- b. If three or more teams are tied, placement will be determined in a progressive process in which
  - i. Greatest number of wins
  - ii. Highest Goal Quotient (goals for divided by total goals) amongst tied teams.  
Example: Team A wins 5 – 3, loses 3 – 5, and wins 4 – 1 in round robin.
    - 1. Total goals for and against = 21
    - 2. Total goals for = 12
    - 3. Quotient =  $12/21 = 0.5714$
  - iii. if two teams remain tied after i-ii, then the tie will be broken according to the first goal scored in the game between the tied teams
  - iv. if three teams remain tied after steps i – ii, then the tie will be broken through a lottery format

## **Disputes**

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- 23. Decisions of the on-ice officials are to be respected and there will be no tolerance by officials with respect to abuse and/or disputed calls. All referee decisions are final.
  
- 24. Any complaint about an official must be filed in writing to the tournament director and must include the official's name, game number and the nature of the complaint.