**REC HOCKEY CALGARY  
2022 YEAR END TOURNAMENT (YET)  
GAME FORMAT AND RULES**

PLEASE NOTE: Year End Tournament games will not be rescheduled under any circumstances. If a team is shutdown for a period of time due to Hockey Calgary’s COVID-19 Protocols and is unable to play their scheduled game, the game will be recorded as a 1-0 forfeit loss.

1. The HOME TEAM will have extra responsibilities as follows:  
a. provide the game sheet  
b. provide minor officials (see below)  
c. enter the game sheet on HC immediately following each game  
d. email game sheet to your Coordinators

2. The Home team will be responsible for supplying all off-ice officials (Scorekeeper, timekeeper, Penalty Box attendants). Off-ice officials should be in position at least five minutes before the scheduled start of the game. As game officials, they are expected to remain neutral and conduct themselves in a respectful manner. If NOT possible, then the visiting team may help.

3. Warm Up: Each game will have a 3-minute warm up. The clock will start at the scheduled start time, regardless of whether or not the teams are on the ice. If the teams are not on the ice, the timekeeper should sound the horn to alert them.

4. GAMES WILL NOT BEGIN BEFORE THE SCHEDULED TIME with the following  
game format being observed:  
5. In addition to the period lengths, Timekeeper shall set:  
a. 30 second break between each period.  
b. 30 second break after regulation prior to shoot out or overtime.

GAME FORMAT GAME LENGTH PERIOD LENGTH  
1 hour permit 12, 15 & 15 minute stop time periods  
1 ¼ hour permit 15, 15 & 15 minute stop time periods  
1 ½ hour permit 15, 15 & 20 minute stop time periods  
FINAL GAME will end 15 minutes prior to end of allotted time to allow for possible Overtime, Shootout, Awards, Presentation and Pictures

6. Teams may not take the ice more than 5 minutes prior to the scheduled time.

7. Time outs are NOT permitted.

8. GAMES WILL END AT THE SCHEDULED TIME REGARDLESS OF WHEN THE GAME STARTS. If delays occur for any reason, including a previous game going  
late, and the game cannot be completed within the scheduled time, the following procedure must be followed:  
a. At the first stoppage of play when time reaches five (5) minutes left on the permit, the timekeeper will notify the referee. At this stoppage in play the clock will be reset to two (2) minutes and the remainder of the game completed with stop time.  
b. Due to scheduling constraints, some teams may not get their full game time – this is unfortunate but both teams will have an equal opportunity to affect the outcome of the game.

GAME POINTS & TIE BREAKING PROCEDURES  
1. Bracket Games (U15 and Junior) can end in a Tie. Game points are as follows:  
2. BRACKET TIE-BREAKER-Overall Standings  
a. Team with most points ends 1st place in each bracket. If teams end with the same number of points, tie breaker will be determined as follows  
i. Win/Loss between the tied teams  
ii. Lowest Penalty minutes  
iii. Goals for/against  
iv. Goals against  
v. Team that scored first in game between the tied teams  
GAME POINTS  
3 Points for a Shut-out  
2 Points for a Win  
1 Point for a Tie  
0 Points for a Loss

3. TIE BREAKING PROCEDURES – Final Games  
a. If after regulation time the game remains tied, the teams will proceed to a 3 minute 3 on 3 overtime game play.  
b. If the game remains tied, team will have a shoot out.  
4. OVERTIME GAME PLAY – Final Games – if time permits.   
a. If the score is tied at the end of Regulation, a three-minute, 3-on-3, sudden victory overtime period shall be played. (Three (3) skaters and one (1) goaltender, or four (4) skaters and no goaltender).  
b. Teams will not change ends for the overtime period.  
c. Overtime period will be stop time. Teams may change on the fly at any time.  
d. Goaltenders may be removed at any time during overtime and replaced with another skater  
e. At no time will a team have less than three (3) players on the ice.  
f. Goaltenders may be removed at any time during overtime and replaced with another skater.  
g. If the three (3) minute period has expired and the game remains tied, a shoot-out will determine the winner following the same format as per above.

5. SHOOTOUT PROCEDURE -Final Games and bracket games for U13 and U18  
a. The ice will not be re-surfaced prior to the shootout.  
b. The Teams will not change ends for the shootout.  
i. The Home Team has the option to shoot either first or second.  
ii. The teams shall alternate shots.  
iii. Three (3) players from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct, gross misconduct, game ejection, or match penalty.  
iv. Once the shootout begins, the goalkeeper cannot be replaced unless they are injured. No warm-up shall be permitted for a substitute goalkeeper.  
v. 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 victory" format. *For the shootout, please only go 3 player round, then just 2 sudden death rounds. If still tied, use penalty minutes (lowest team wins), if still tied . . .. flip a coin!!*

1. Sudden victory is achieved by each team sending one  
additional shooter, should one team score and the other  
not a winner will be declared. If both shooter’s score or  
both shooters miss then each team will send another  
shooter to participate until one team has scored and one  
has not.  
2. No player may shoot twice until everyone who is eligible  
has shot once.  
vi. If a team declines to participate in the shootout procedure the game will be declared as a shootout loss for that team.  
1. If a team declines to take a shot it will be declared as "no goal".

6. OVERTIME PENALTIES - Final Games  
a. Penalties incurred in regulation time and not completely served will carry forward into overtime and will be completed in overtime unless the game is ended.  
b. Should regulation time end and a team is on a 5-on-4 man advantage, that team shall start overtime 4-on-3. Once player strength reaches 4-on-4, at the next stoppage of play, player strength is adjusted to 3-on-3.  
c. Should regulation time end and a team is on a 5-on-3 man advantage, that team shall 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 adjustedto 4-on-3 or 3-on-3 as appropriate.  
d. If at the end of regulation time, teams are 4-on-3, overtime start 4-on-3. Once player strength reached 4-on-4, 5-on-4, or 5-on-5, at the next stoppage player strength is adjusted to 3-on-3 or 4-on-3 as appropriate.  
e. If at the end of regulation time, teams are 3-on-3, overtime start 3-on-3. Once player strength reached 4-on-4, 5-on-4, or 5-on-5, at the next stoppage player strength is adjusted to 3-on-3 or 4-on-3 as appropriate.  
f. When regulation ends and teams are 4-on-4, teams will start overtime  
3-on-3. Once player strength reached 4-on-4, at the next stoppage player strength is adjusted to 3-on-3.

g. A “time” penalty call in any of the overtime periods will result in a penalty shot(s) being awarded to the non-offending team for each time penalty called. A “time” penalty is defined as a two (2) minute minor, a four (4) minute double minor, five (5) minute major penalty and/or a five (5) minute match penalty where a player(s) would make his/her team short handed. If a 10-minute misconduct, game misconduct or gross misconduct penalty is called without an associated “time” penalty,  
the player will either sit in the penalty box (in the case of a 10 minute misconduct) or leave the ice and retire to the dressing room (in the case a Match penalty, Game Misconduct or Gross Misconduct).  
h. If both teams receive a time penalty or penalties on the same stoppage of play then each team will take a penalty shot(s) with the home team shooting first. In the case of multiple penalties being assessed to both teams, a penalty shot will be awarded to the non-offending team for each time penalty called against the offending team. The teams will shoot one shot each until all time penalties have been accounted for. If the teams are still tied after all penalty shots have been taken, overtimewill continue.  
 i. Players who have been assessed a “time” penalty in overtime will not serve the time duration of their penalty. If, however, the penalty they incur carries a game misconduct or game ejection they must leave the ice surface for the remainder of the game.  
j. The player who has been fouled will take the penalty shot unless he/she has been injured. If the fouled player is injured or if the referee cannot determine a specific fouled player, any eligible player on the non-offending team may take the penalty shot.  
k. Any player who is ejected from a final game is not eligible to participate in the overtime period or shoot-out.