



# Hockey Calgary U13AA Thanksgiving Hockey Classic

## Female Division - Rules and Regulations

### Sanction

- The Hockey Calgary U13AA Thanksgiving Hockey Classic is sanctioned by Hockey Alberta and follows Hockey Canada and Hockey Alberta rules governing minor hockey. **Sanction # PKKQQG (female)**

### Game Duration

- All games shall consist of three (3) twenty (20) minute stop time periods. The ice will be cleaned every 2 periods. For example, game 1 – between 2<sup>nd</sup> & 3<sup>rd</sup> period, game 2 – between 1<sup>st</sup> & 2<sup>nd</sup> period, rotating through the day.
- Two (2) minute break between periods when no flood occurs

### Competition Rule

- If the game consists of a **five (5) goal spread or more in the Last 10 minutes of the 3<sup>rd</sup> period**, the remainder of the period will be played run time (clock will not stop at whistles). If the spread goes back to under five (5) goals the game reverts to stop time.
- For the purposes of pool placement, the final score will not report **more than a 7-goal differential**

### Unforeseen Circumstances

- If major delays occur in a game due to unforeseen circumstances, the Tournament Committee will determine how the game proceeds.

### Drop Clock Rule

- If undue delays occur for any reason and the game cannot be completed within the permit time, the following procedure must be followed:
  - At the first stoppage of play after permit concludes, the timekeeper will notify the referee.
  - At this stoppage of play the clock will be reset to 2 minutes and the remainder of the game completed with stop time. If at this stoppage there is less than 2 minutes left on the time clock, the clock will not change.

### Timeouts

- One (1) thirty (30) second time-outs is permitted per team per game

### Team Jersey Colours

- Home team will wear dark colour uniforms, and the visitor will wear light colour uniforms. Sweater changes, if necessary, will be decided by the toss of a coin.

### Officials

- All referees and linespersons officiating in the Tournament (one referee, two linespersons for each game) will be qualified and registered by Hockey Alberta. Minor officials will be assigned by the Tournament.



## Adjustments

- The tournament committee reserves the right to adjust the playing time and ice cleaning schedule of any and all games. Teams will be advised of any adjustments.

## Round Robin

- The teams will be divided into four pools of four.
- Points will be awarded as follows:

Win	2 Points
Loss	0 Points
Tie	1 Point

- Following the round robin, all teams will be assigned as follows:
  - First (1<sup>st</sup>) place teams will be assigned to the A division
  - Second (2<sup>nd</sup>) place teams will be assigned to the B division
  - Third (3<sup>rd</sup>) place teams will be assigned to the C division
  - Fourth (4<sup>th</sup>) place teams will be assigned to the D division

## Playoffs

- Once teams are sorted into the A, B, C, and D playoffs divisions, the tournament will proceed in a single knockout format.
- Each playoff pool will have a semi-final and a final. All semi-final and final games will be played on Sunday, losers of the semi-final in each division are eliminated, winners advance to the final, there are no games on Monday.
- NOTE: Home teams for the playoff games will be determined by the tournament committee based on standings & GF/GA differential in the round robin games only

## Tiebreaking Procedures

- Two teams tied
  - Best win record in games played between tied teams
  - The team with the most wins
  - The team with the best goal average in all games would qualify. The goal average of a team is determined by dividing the total number of goals for by the total number of goals for and against in all games played.
    - Note that a maximum of 7-goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.
  - The team with the least number of penalty minutes in all games played
  - The team which scored the first goal in the game between the tied teams.
  - A coin toss
- Three or more teams tied
  - Notes:
    - This tiebreaker is used to determine the seeding of 1st, 2nd, 3rd, etc.
    - Once a step in the three or more team tiebreaker establishes a ranking of a team(s), they assume that position and the remaining teams go to the next step. They do not go back to the "Two Team Tiebreaker"
  - The team with the most wins



- The team with the best goal average in all games would qualify. The goal average of a team is determined by dividing the total number of goals for by the total number of goals for and against in all games played.
  - Note that a maximum of 7-goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual “goals for” of the losing team in the particular game.
- The team with the fewest goals against in all games played
- The team with the most goals for in all games played
- The team with the least number of penalty minutes in all games played
- A coin toss

#### **Overtime:**

- There will be no overtime in pool play.
- Playoff games tied at the end of regulation will be determined as follows:
  - Teams will not change ends
  - At the end of Regulation, a five-minute, 3-on-3, sudden victory overtime period shall be played.
  - At no time will a team have less than three (3) players on the ice.
  - Overtime Penalties
    - 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 adjusted to 4-on-3 or 3-on-3 as appropriate.
    - When regulation ends and teams are 4-on-4, teams will start overtime 3-on-3.
    - If at the end of regulation time, teams are 3-on-3, overtime will 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.
    - If a team is penalized in overtime, teams play 4-on-3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3-on-3.
    - In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4-on-3 or 3-on-3, as appropriate.
- Shootout - Playoff games tied at the end of the five-minute sudden victory overtime will be determined as follows:
  - Should the game still be tied at the end of the five-minute sudden victory overtime, the teams will proceed to a three (3) player shootout. Hockey Canada Playing Rule 4.9 – Penalty Shot, shall govern the shootout.
  - The home team shall determine which team shoots first, and which time shoots second. The teams will alternate shots.
  - Goalkeepers shall occupy the goal closest to their Team’s players’ bench.
  - Eligible players from each team shall participate in the shootout and then shall proceed in such order as the Coach selects.
  - Each team must provide the order of the first three (3) shooters to the Official prior to the start of the shootout.



- All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct/ejection, match or gross misconduct penalty. If a goalkeeper has been assessed a misconduct, the player designated to serve the misconduct penalty becomes ineligible for the shootout. If a misconduct is assessed to the goalkeepers during the course of the shootout, the player designated to serve the misconduct must be a player who has yet to shoot and thus becomes ineligible to shoot.
- Once the shootout begins, the goalkeepers cannot be replaced unless he is injured. No warmup shall be permitted for a substitute goalkeeper.
- Each team will be given three (3) shots, unless the outcome is determined earlier in the shootout. After each team has taken three (3) shots, if the score remains tied, the shootout will proceed to a sudden victory format.
- No player may shoot twice until everyone who is eligible has shot.
- Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one (1) more goal than the opponent, based on the score at the end of overtime. The losing goalkeeper will not be charged with the extra goal against. The player scoring the game-winning goal in the shootout will not be credited with a goal.

### Protests

- Protests must be filed in writing by team officials (signed by Coach and Manager) at the arena Tournament office within sixty (60) minutes after the conclusion of the game. The decision by the Tournament Rules Committee will be final and not appealable. It should be noted that referees are in care and control of the game. As such, protests will not be accepted when a referee has exercised their judgement in officiating the game. Protests will only be considered if it concerns a question of interpretation of the rules

### Discipline

- The Hockey Calgary U13AA Thanksgiving Hockey Classic will follow all [Hockey Canada Playing Rules](#) and [Hockey Alberta Minimum Suspension Guidelines](#).
- All minimum suspensions and indefinitely suspensions will be handled and communicated by the Tournament Game and Conduct Committee.