



HOCKEY CALGARY

# 2020 SUBWAY CITY CHAMPIONSHIPS

## Game Format and Special Rules

These rules apply to all Community Divisions of Atom, Pee Wee, Bantam, Midget & Junior

- 1 The HOME team will be the top team in each bracket and will provide the game sheet.
- 2 Each team will supply two off-ice officials – Home team supplies the timekeeper and Home penalty box and the Visitor supplies the scorekeeper and Visitor penalty box. 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.**
- 3 Set the clock for a 3-minute warm up and start the clock at the scheduled start time, regardless of whether or not the teams are on the ice. If the teams are not on the ice, sound the horn to alert them.
- 4 **GAMES WILL NOT BEGIN BEFORE THE SCHEDULED TIME** with the following game format being observed:

<b>GAME FORMAT</b>	
<b>GAME LENGTH</b>	<b>PERIOD LENGTH</b>
1 hour permit	12, 15 & 15 minute stop time periods
1 ¼ hour permit	15, 15 & 15 minute stop time periods
1 ¾ hour permit	20, 20 & 15 minute stop time periods (flood/scrape at the discretion of the arena staff after 1st)
2 hour (or more) permit	20, 20 & 20 minute stop time periods (flood/scrape at the discretion of the Arena Staff) – Junior C only

- 5 In addition to the period lengths, Timekeeper shall set:
    - o 30 second break between each period.
    - o 30 second break after regulation prior to shoot out or overtime.
  - 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:
    - o 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
- \*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.**
- 9 If the score is tied at the end of regulation, teams will play three (3) minutes of sudden death overtime. If game remains tied at the end of overtime, the winner will be determined by shoot-out.
  - 10 It is the scorekeeper’s responsibility to place a check beside each shooter as they shoot during the shootout. No player may shoot twice until every shooter that is eligible has shot.



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## SUDDEN DEATH OVERTIME

To commence overtime, each team will place four (4) players (this may be 4 skaters and no goaltender or 3 skaters and a goaltender).

- Time clock is set for three (3) minutes.
- Overtime will be stop time.
- Teams will not change ends.
- The goaltender may be replaced by a skater at any time.
- Number of players starting overtime will be reduced by one (1) for each player serving a penalty incurred during regulation and not completely served except when coincidental.

## PENALTIES DURING OVERTIME

- 1 Penalties incurred during regulation and not completely served will carry forward into overtime.
  - a. Number of players starting overtime will be reduced by one (1) for each player serving a penalty incurred during regulation and not completely served except when coincidental.
  - b. Teams will not begin overtime with less than two (2) players (including goaltender).
- 2 A “time” penalty called in overtime will result in a penalty shot being awarded to the non-offending team for each penalty called. A “time” penalty is defined as a 2 minute minor, double minor, 5 minute major or 5 minute match where it would result in the team of the offending player being short handed. One (1) penalty shot is awarded for each infraction called.
- 3 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, overtime will continue.
- 4 The player who was fouled will take the penalty shot unless they have been injured. If the fouled player has been injured or the referee can't determine a specific fouled player any eligible player on the non-offending team may take the penalty shot.
- 5 Players who have been assessed a time penalty will not serve the time duration of their penalty. If the penalty carries a game misconduct or game ejection they must leave the ice surface and retire to their dressing room for the remainder of the game.



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## SHOOT OUT PROCEDURE

During Subway City Championships, if after the overtime period the game remains tied, the teams will proceed to a shootout. The rules governing the actual shot will be the same as Hockey Canada's Official Rules 2018 –2020 Rule 4.9 Penalty Shot.

The shootout procedure shall be as follows:

- 1 The ice will not be re-surfaced prior to the shootout.
- 2 The Teams will not change ends for the shootout.
- 3 The Home Team has the option to shoot either first or second.
- 4 The teams shall alternate shots.
- 5 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 or match penalty.
- 6 Once the shootout begins, the goalkeeper cannot be replaced unless he/she is injured. No warm up shall be permitted for a substitute goalkeeper.
- 7 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.
  - a. 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 shooter's miss then each team will send another shooter to participate until one team has scored and one has not.
  - b. No player may shoot twice until everyone who is eligible has shot.
- 8 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 more goal than its opponent, based on the score at the end of overtime.
- 9 If a team declines to participate in the shootout procedure the game will be declared as a shootout loss for that team.
  - a. If a team declines to take a shot it will be declared as "no goal".

If a game is still tied at the end of the maximum permit time (regulation time plus the overtime as permitted by Hockey Calgary plus any extra time allowed by the arena staff) a subsequent "overtime" game will be scheduled by Hockey Calgary. In the "overtime game" the teams will begin the overtime format from the beginning (a three minute sudden death overtime period) followed by a shoot-out as required. This is considered a continuation of the original game and only those players in the original line up will be eligible. Any player ejected from the original game is not eligible.