KHMT Rules of play and Tiebreakers

Nova Scotia Minor Hockey Council rules, as laid down for minor hockey play, will govern the conduct & play of tournament games.  NSMHC Code of discipline will be enforced.

**Game Rules**

**U9 Division**

2 x22 minute mini games, 1.5-minute shift buzzer, team listed as Visitor will switch sides at the break.

**U11-18 Round Robin**

3 x 12-minute period following a 3-minute warm up

The game goal differential is 5, should a team win by more than 5, they will be credited with 5 GF and the losing team 5 GA. This rule is to foster fair play as running up the score on an opponent has no impact on the tie breakers.

No OT in Round Robin

**Mercy Rule**

If at any time in the third period the goal spread reaches 7, the game will be completed in run time. If the spread is reduced below 7 the game will revert to stop time one time only. If the 7-goal spread is reinstated, the game will remain in run time for the remainder of the game.

**Standing Points**

Win 2 PTS,

Tie 1 PTS,

Loss 0 PTS

**Playoff Rules**

3 x 12 minutes periods following a 3-minute warm up

1 x 30 second time out allow at any time during regulation, Time outs cannot be used in overtime.

If the game should be tied at end of regulation

1 x 5 minutes 3 on 3. The clock does not stop during OT

If a team is penalized during OT, the power play team will add a player and proceed 4 on 3, once the penalty is over the penalized player can join the play are per usual. At the first stoppage, the game will return to 3 on 3

If it is still tied, proceed to a 3-player shootout, home team shall shoot first.

If the game is still tied, golden goal shootout will continue until someone wins the game,

No player may shoot twice until all players except the goaltender has taken a shot.

**Tie Breaker rules**

If two teams are tied

1. Head-to-Head game
2. Least Goals against
3. Ratio, Goals Against / Goals for
4. Least Penalty Minutes

If Two or More teams are tied

1. Head-to-head record if possible
2. Least Goals against amongst tied teams
3. Ratio, Goals against/Goal For
4. Least Penalty Minutes

Fighting – Any player who receives a Major Penalty for Fighting will be ejected from the remainder of the tournament, regardless of any additional suspensions from the Hockey Nova Scotia Suspension Coordinator.