



## MacDonald Gallagher U13A/U13B

### TOURNAMENT RULES

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The Tournament Coordinator shall have the final say in any controversy or any decision pertaining to the Tournament.

#### 1. Round Robin Play:

- All games will consist of three (3) 15 minute stop clock periods.
- Three (3) minute warm up at the start of games.
- Run time during any time of the third period should a 5 goal differential occur. (Maximum goal differential of 7 will be used for calculating tie breakers)
- Ice will be cleaned after every two (2) periods of play.
- No time outs during games will be allowed to keep with ice times.
- No overtime during round robin play.
- 2 points for a win, 1 point for a tie.

#### 2. If after Round Robin play there is a tie for a cross-over position, the following will be used to determine the advancing teams in descending order:

- Two Teams Tied
  - If two teams are tied in points, the winner of the game between both teams is awarded the higher standing
  - If two teams are tied in points and the game between the two teams ended in a tie, or the two teams have not played one another during the round robin portion of the Tournament, the higher standing will be determined based on ratio of goals for to goals for and goals against (goals for divided by goals for and goals against) – calculated to three decimal places. The higher standing will be awarded to the team with the higher ratio.
  - If the two teams are still tied, the higher standing will be awarded to the team scoring the most goals in the round robin portion of the Tournament
  - If the two teams are still tied, the higher standing will be awarded to the team accumulating the fewest penalty minutes in the round robin portion of the Tournament
  - If the two teams are still tied, the higher standing will be determined by a coin toss
- Three or more teams tied
  - If three or more teams are tied in points, the higher standing will be determined based on the ratio of goals for to goals for and goals against (goals for divided by goals for and goals against) calculated to three decimal places. The team with the higher ratio will be awarded the higher standing. The second highest team gets second place etc.
  - If the teams are still tied, the higher standing will be awarded to the teams scoring the most goals in the round robin portion of the Tournament. If all teams tied, have played each other during round robin play, only the games against each other will be used in this calculation. The second highest goals would get the next highest standing etc

- If the teams are still tied, the higher standings will be awarded to the team accumulating the fewest penalty minutes in the round robin portion of the Tournament.
- If the teams are still tied, the higher standings will be determined by drawing a number from a hat
- If at any time when breaking a tie with three or more teams, two teams remain tied, the above tie breaking rules for two teams will be followed

3. The cross-over format will be as follows:

- 1st place in **RED** Division will play 2nd place in **BLUE** Division, winner advancing to Championship Game
- 2nd place in **RED** Division will play 1st place in **BLUE** Division, winner advancing to the Championship Game
- Three(3) minutes warm up at the start of games.
- No time outs during games will be allowed.
- Should a tie exist after the 3rd period, a sudden death, 5-minute overtime period, with running time consisting of 4 players and a goalie. Teams do not change ends.
- If a tie exists after the overtime period, a sudden death shoot-out with 3 shooters for each team will take place with the home team going first. If still tied after 3 shooters, coaches are to continue selecting different players from their roster as shooters until a winner is decided. Coaches may not select a shooter twice until all skaters have been selected.

4. Any team icing fewer than 12 players, including a goaltender shall forfeit the game. Any game forfeited shall count as 5-0 game (House Rule).

5. All other infractions will come under the rules published by the Hockey Nova Scotia Minor Council.

6. Swearing or abusive language in the arena or on the ice shall be dealt with first by the coach of his/her team and then through the Tournament Coordinator, if necessary.

7. Because of scheduling, the referee's ruling shall be final and no protest will be allowed.

8. Any Coach/Manager who, in the opinion of the host committee, displays poor sportsmanship or bad example shall be suspended from the tournament. Also, the Coach/Manager shall be responsible for the conduct of his/her team in the dressing rooms, arena and on the ice. Any damages will be the responsibility of the team.

**All teams must be ready to play 15 minutes prior to their game time.**