



AAA PROVINCIAL TOURNAMENT PLAYING RULES & REGULATIONS

RULES & REGULATIONS

1. Team Rosters - prior to the commencement of Provincial Championships, copies of the HNB Player Roster Forms, including affiliated players, shall be submitted by the HNB office to the Tournament Director. This roster will be frozen (maximum 20 players – including affiliate players), and players shall not be on two frozen rosters simultaneously.
2. The Provincial tournament will be played under official Hockey Canada Rules.
3. Home teams will wear white jerseys. Away teams will wear dark jerseys for all games.
4. In all playoff games, the team which finished highest in the preliminary round standings, shall be the home team.
5. There shall be a Team Meeting held prior to the start of the tournament. This meeting will be held virtually. Each team must assign a representative to attend the meeting.

At the team Meeting, the HNB representative shall:

- a. Go over the Provincial Championship Regulations
- b. Go over schedule / event logistics

DISCIPLINE

6. All suspensions will be recognized at the Provincial tournament. Suspensions issued during the tournament will follow the HNB Minimum Standards of Discipline.

GAME FORMAT

Preliminary Round

7. The length of games shall be as follows:

U13 Female AAA / U13 AAA

- 3 x 15-minute periods
- flood after 2nd period
- all games will have a 2-minute break during first intermission

U14 AAA

- 3 x 15-minute periods
- flood after 2nd period

- all games will have a 2-minute break during first intermission
- **Elimination games will be Two 15-minute periods & one 20-minute period**

U15 Major and U15 AAA Female

- Two 15-minute periods & one 20-minute period
 - flood after 2nd period
 - all games will have a 2-minute break during first intermission
8. Where a seven (7) goal differential occurs in the third period of competition, the game clock shall revert to running time until the conclusion of the period.
 9. Each team is permitted one Time Out per game as per Hockey Canada Rule 10.17.
 10. Points will be awarded on the **2-Point System**.
 - a) 2 points for the winning team
 - b) 1 point for both teams for a tie
 - c) 0 points for the team losing team
 - d) Game forfeits will be recorded as a 5-0 win for the opposing team

Quarter Final, Semi-Final & Gold Medal Game

11. If a game is tied at the end of regulation time the teams will play one (1) ten (10) minute sudden victory 3 vs. 3 overtime period immediately following a two (2) minute intermission.
12. The teams will defend the same end as the 3rd period of the regulation game.
13. In a quarter final or semi-final game, if no goal is scored in the first overtime period, a penalty shoot-out will occur.
 - 13.1 The Penalty shoot-out (PS) Procedure
 - Three different shooters from each team will take alternate shots, until a decisive goal is scored.
 - If the game is still tied after three shots by each team, the PS will continue with a tie-break shoot out by one player of each team.
 - The same players can not be used until each skater has taken a shot.
 - Shots will be taken at both ends of the ice.
 - The Home team will have the choice whether their team will shoot first or second.
 - Any player whose penalty was not over when overtime ended cannot take shots and must stay in the penalty box.
 - The goaltenders will defend the same goal, as in the overtime period. The goaltenders from each team may be changed after each shot.
 - The players of both teams will take the shots alternately until a decisive goal is scored.
14. In the gold medal game, if no goal is scored in the first overtime period, the ice will be flooded and

teams will play 20-minute sudden victory periods, 3 vs 3 until a goal is scored. The ice will be flooded after each period.

TIE BREAKERS

Two Teams Tied

If two or more teams are tied at the conclusion of the preliminary round, then the following procedure will be used to determine the final ranking before the semi-final and final games are played.

15.1.1 If teams played each other, the winner of the game would gain the higher position.

15.1.2 The team with the most wins in the preliminary round gains the higher position.

15.1.3 If the two teams are still tied after 15.1.1 and 15.1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against. NOTE: All preliminary round games are included.

Example: For = 10 goals against = 4 goals

Percentage: $10/10+4 = .712$

NOTE: The higher percentage gains the higher position

15.1.4 If the two teams are still tied after 15.1.1, 15.1.2, 15.1.3 have been applied, the team with the least number of minutes in penalties throughout the preliminary games, gains the higher position.

15.1.5 If the two teams are still tied after 15.1.1, 15.1.2, 15.1.3, 15.1.4 have been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. **At no time will teams using this formula go back to the two-team tiebreaker**

15.2.1 the team with the best goal average, gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

NOTE: All preliminary round games are included

Example: For = 10 goals against = 4 goals
GAA Percentage: $10/(10+4) = .714$

NOTE: The highest percentage gains the highest position(s).

The exercise of 15.2.1 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. **They do not go back to the “Two Team Tiebreaker.”**

15.2.2 If teams are still tied after 15.2.1. The team with the fewest goals against (all preliminary round games played) will gain the highest position.

15.2.3 If the two teams are still tied after 15.2.1, 15.2.2 have been applied, the team with the least number of minutes in penalties throughout all the preliminary round games, gains the higher position.

15.2.4 If the two teams are still tied after 15.2.1, 15.2.2, 15.2.3 have been applied, a single coin toss will determine which team gains the higher position

SCHEDULE

15. U14 AAA / U15 Major – seeding is determined by final League standings.
U13 AAA – based on random selection.
U13 and U15 AAA Female – Round Robin Schedule
16. Any changes to the schedule will need to be approved by the HNB Elite Hockey Commission Chair or Female Commission Chair.

PLAY-OFF FORMAT

17. In the U13 female AAA, U14 AAA, U15 female AAA and U15 Major divisions, teams will be seeded 1st, 2nd, 3rd, and 4th following the preliminary round. 1st vs 4 and 2nd vs 3rd will play in the semi-final games, with the winners of these games playing in the final.
18. In the U13 AAA division, during the quarter finals teams will be re-seeded 1 vs 8, 2 vs 7, 3 vs 6 and 4 vs 5. The winners of the quarter final games will play in the semi-finals, where teams will again be re-seeded 1 vs 4 and 2 vs 3. The winners of the semi-final games will play in the final.

Game Protocol

Warm Up

<u>Time on Game Clock</u>	<u>Activity</u>
5:00	Warm-up begins
5:00	Officials come to the ice
1:00	Horn Sounds (1:00 Warning for Warm Up) (All pucks picked up)
0:00	Game Begins When Clock is Reset

1st Intermission

<u>Time on Clock</u>	<u>Activity</u>
2:00	Bench Break

2nd Intermission

<u>Time on Clock</u>	<u>Activity</u>
15:00	Teams Leave the Ice
3:00	Officials Return to the Ice
2:00	Visiting Team Returns to the Ice (Starting Line Up Only On Ice)
1:30	Home Team Returns to the Ice (Starting Line Up Only On Ice)
0:00	Game Starts When Clock is Reset