



## **TCFIHA Tournament Rules & Regulations 2019-2020**

1. All games will be conducted in accordance with PCAHA rules and regulations.
2. Only approved players and team officials on Hockey Canada rosters submitted prior to the commencement of the tournament will be permitted to participate. No additions are permitted without the approval of the tournament Director.
3. Teams will be limited to a maximum of 19 players (including goalies) and 4 coaching staff.
4. CHA approved face masks, helmets and approved throat protectors are mandatory. All players including backup goaltenders must wear full equipment in warm up periods preceding each game, during the game and while on the bench. All USA teams must conform to USA Hockey equipment rules.
5. Tournament permission and travel forms must be submitted to the Tournament Director before December 15, 2019.
6. The team manager or other team official must sign in a minimum of ½ hr prior to each game at the tournament registration table to review the game sheet and ensure that all affiliate players are marked. The game sheet cannot be removed from the registration table.
7. Teams will be given a MIP (Most Inspirational Player) Card upon check-in for each game to select the MIP for the opposing team for Atom to Midget only. Cards are to be turned into the scorekeeper when 5 minutes remain on the time clock during the third period.
8. Affiliate players must be approved by your league manager prior to any game commencing.
9. Teams are required to bring their own locks for the dressing room as well as their own warm up pucks.
10. Referee decisions will be considered final. No protests will be heard by the tournament committee on any referee decisions.
11. All teams must ensure that they have a HCSP in attendance at each game. If a team does not have an HCSP for a game, this team must approach the opposing team prior to the game to request the HCSP in attendance represent both teams.
12. Teams must be ready to go on ice at least 5 minutes before the scheduled start time.
13. The 5 minute warm up starts as soon as the referees get on the ice.
14. Only arena personnel, referees, scorekeepers and time keepers will be permitted behind the timekeeper bench.
15. All ice times will be as follows: Initiation/Novice – 1 hour and Atom/Peewee/Bantam/Midget will be 1.25 hours.
16. Initiation/Novice games will be played on cross-ice.
17. The home team will wear light coloured jerseys and the visitor team will wear dark jerseys. When there is a jersey colour conflict then the home team will change colours whenever possible.
18. All division games will be scheduled for 3 -15 minute stop time periods however the length of the third period will be determined on the time remaining of the scheduled ice slot by the referees.
19. Points are awarded as follows: 2 points for a win, 1 point for a tie, 0 points for a loss for Atom to Juvenile only. No scores or points are kept for Initiation or Novice
20. If a team doesn't show up to play on the ice within 10 minutes of the game start time then they will forfeit the game and the opposing team will receive 2 points for the win.

21. Foul language will not be tolerated. Referees have been instructed to issue gross misconducts to players and coaching staff for abusive language towards any person directly or indirectly involved in the tournament. This will result in ejection from the game and/or the remainder of the tournament.
22. The tournament committee has the right to remove any spectator who behaves in a manner that is inappropriate.
23. If there is a goal differential of 5 goals or more at any time in the third period of a game (excluding medal games) the clock will start and remain running time for the duration of the contest, even if the goal differential goes to less than 5 goals.
24. No more than a 5 goal spread will be displayed on the scoreboard at any time.
25. All minor penalties will be 2 minutes and major penalties will be 5 minutes unless rule 22 is in effect (3 mins and 7 mins. running time).
26. Any player(s) and/or coaches assessed a match penalty, gross misconduct or game misconduct for fighting will be suspended from further play in the tournament.
27. Each team of Atom and above will be allowed 1 x 30 second time out per game. In the case of overtime in a medal game, one additional 30 second time out will be allowed. Unused regulation time outs cannot be carried over to the overtime period.
28. Upon completion of the game, the game sheets will be brought to the tournament registration table. Team officials are required to come to the tournament table to retrieve their copy of the game sheet. PCAHA team officials are responsible for entering the game info into HiSport as required by the home team. If the home team is a non-PCAHA team then the away team is responsible for this. The 24 hour rule applies just like the regular season. You do not need to email/fax it to your League Manager.
29. There will be no overtime periods or shootouts in the event of a tie during the round robin games.
30. **In medal games only**, if the score at the end of the 3 periods is tied there will be a 5 on 5, 5 minute sudden death overtime for all divisions. If still tied after the overtime period, a 5 player shootout will commence. If still tied then they will go to a sudden death shootout with the balance of the roster having an opportunity before the first initial 5 shooters are able to shoot again.
31. All games must end with enough time for a possible shoot out and MIP of the game presentations.
32. Upon completion of the round robin, teams will be seeded based upon the points earned. In the event of a tie in the standings the following applies:
  - a. If the teams are tied then the team with the most wins will receive the higher placing.
  - b. If the teams are still tied after A, then the team that won the round robin head-to-head game will receive the higher placing.
  - c. If teams are still tied after A & B, then the team with the fewest goals against them will receive the higher placing.
  - d. If the teams are still tied after A, B, & C then the team with the highest goals for them will receive the higher placing.
  - e. If the teams are still tied after A, B, C, & D then the team with the earliest goal in the game will receive the higher placing.
  - f. If two teams are still tied after A, B, C, D & E, the game each team played against the fourth place team shall be removed from their records: add each team's goals for with their goals against which sum you divide into such team's goals for. The team with the highest percentage gains the higher position in the standings.
  - g. In the event three teams should be tied after A, B, C, D & E, the game each team played against the fourth place team shall be removed from their records. The tie breaking formula shall be as follows: Add each team's goals for with their goals against which sum you divide into such team's goals for. The team with the highest percentage gains the higher ranking in the standings.
  - h. In the event that after using the above mathematical exercise the teams should still remain tied, the game each team played against the fourth team shall be added to their records. The same formula as above will be applied to finalize the rankings of the three teams.

- i. In the event the teams are still tied after A – H above, the team with the lowest penalty minutes will receive the higher ranking.
  - j. In the event the teams are still tied after A – I above, team with the higher placing will be determined by a coin toss by a member of the Tournament Committee.
33. Managers and coaches are responsible for checking the game schedule throughout the tournament and for the final game schedule as **NO PHONE CALLS WILL BE MADE**.
34. There is no storage area at the arena for the gear. Please have the dressing rooms cleared out no later than ½ hour after the game's end time. The coach/manager is responsible for making sure the dressing rooms are left in a good and clean condition.
35. If a game isn't played due to an "Act of God", it will be considered a 1-1 tie.
36. A two minute buzzer for line changes will be used for Tyke games only.
37. The "Wayne Gretzky Rule" will apply for Initiation, Novice and Atom games only. Once a player has scored three goals, she cannot score any more goals in that game. She may score in the next game. This rule is installed to encourage passing and minimize blowouts.
38. For Initiation/Novice divisions equitable ice time will be given to each player regardless of playing ability.
39. At the conclusion of each game/shootout and after the handshake, each team will line up on their respective blue lines for the player presentations.
40. All decisions made by the Tournament Director are FINAL.

I would like to thank everyone for coming to our tournament and look forward to seeing you around the rink!

If you have any questions, please contact me at [tcpredstournament@gmail.com](mailto:tcpredstournament@gmail.com).

Yours in hockey,

Darren Ferris, Tournament Director  
Tri-Cities Female Ice Hockey Assoc. "*Predators*"