



TRICITIES FEMALE ICE CLASSIC

2024 Rules & Regulations

This is a PCAHA sanctioned tournament

TOURNAMENT SANCTION 2023-2024-1911

1. GENERAL

1. All games will be conducted in accordance with Hockey Canada, BC Hockey and PCAHA rules and regulations.
2. 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.
3. The team manager or other team official must sign in a minimum of 1hr prior to each game to confirm Spordle is updated.
4. All teams must ensure that they have an HCSP in attendance at each game. If a team does not have an HCSP for a game, the team must approach the opposing team prior to the game to request the HCSP in attendance to represent both teams. This then must be marked on the game sheet under Notes.
5. Only arena personnel, referees, scorekeepers and timekeepers will be permitted behind the timekeeper bench.
6. The tournament committee has the right to remove any spectator who behaves in a manner that is inappropriate.
7. Teams are required to bring their own locks for the dressing room as well as their own warm up pucks.
8. There is no storage area at the arena for the gear. Please have the dressing rooms cleared out no later than 30 minutes after the end of the game. Team officials are responsible for making sure the dressing rooms are left in a good and clean condition.

2. ROSTERS

- Only approved players and team officials on Hockey Canada rosters submitted prior to the commencement of the tournament will be permitted to participate.
- Use of affiliate players will follow PCAHA rules.
- No additions to the rosters are permitted without the approval of the Tournament Director.
- Teams will be limited to a maximum of 19 players (including goalies) and 5 team officials.
- Players eligible to play in the tournament are those listed on the roster submitted to the Tournament Director prior to the start of the tournament.

3. JERSEYS

- The HOME team will wear LIGHT jerseys.
- The VISITOR team will wear DARK jerseys.
- When there is a jersey colour conflict then the home team will change colours.

4. U7 and U9 DIVISIONS

- Teams must be ready to go on ice at least 5 minutes before the scheduled start time.
- Teams are to set up and take down bumpers for their games.
- U7 games will be played cross-ice
- U9 games will be played half-ice
- No scores or points are kept for U7 or U9.
- Equal ice time will be given to each player regardless of playing ability.
- Each U7 and U9 team will receive a participation medal at their final game of the tournament.

U7 and U9 Playing Time

- All U7 & U9 games are 60 minutes
- 2 - 24-minute halves
- 2-minute buzzer for line changes

5. U11 – U18 DIVISIONS

- Teams must be ready to go on ice at least 5 minutes before the scheduled start time.
- If a team decides to forfeit a game or doesn't show up on the ice ready to play within 10 minutes of the game start time, the opposing team will receive 2 points for the win. The score will be recorded as a 5-0 win for the opposing team.
- Teams must play all their assigned games in the tournament, including scheduled medal games. No schedule accommodations will be made, ie: such as early departure or using a round robin standing in place of a medal game. If a team chooses to depart before their scheduled medal game, they forfeit their chance at a medal and the NEXT place team will be offered the opportunity to play in the medal game in place of the forfeited team.

U11-U18 PLAYING TIME

- All round robin games are 75 minutes (1hr 15 minutes).
- NO time outs will be permitted in round robin games
- 3-minute warm up starts as soon as the referees get on the ice.
- 1-minute intermission between periods. Teams that fail to line up at center ice promptly after the 1-minute intermission will be assessed a delay of game penalty.
- 1st period – 15 minute STOP time
- 2nd period – 15 minute STOP time
- 3rd period – 15 minute STOP time, if possible. The length of the third period will be half the time left minus 3 minutes. This is determined by the referees based on the time remaining of the scheduled ice slot.
- Round Robin - There will be no overtime or shootout in the event of a tie during the round robin games.
- No more than a 5-goal spread will be displayed on the scoreboard at any time.

RUN TIME – ROUND ROBIN GAMES ONLY

- Running time will apply if there is a goal differential of 5 goals or more at any time in the 3rd period of a round robin game.
- However, when the goal differential becomes less than 5 goals, the game will revert to stop time.

U11-U18 PENALTIES

- For STOP time - All minor penalties will be 2 minutes and major penalties will be 5 minutes.
- For RUN time – All minor penalties will be 3 minutes and all major penalties will be 7 minutes running time.
- Any player(s) and/or coaches assessed **ANY** match penalty, gross misconduct or game misconduct will be suspended from further play in the tournament. All PCAHA and BC Hockey suspension rules will also apply.

- **THREE PENALTY MAXIMUM** - any player incurring 3 on-ice penalties shall be ejected from the game, notwithstanding game misconduct penalties that may be assessed for Major or Match penalties. For the purpose of this rule, both minor and misconduct penalties shall count towards the total. Double minor penalties shall count for 1 occasion per Hockey Canada rules.
- Foul language will not be tolerated, this includes referees, players, volunteers, coaches and any other attendees. 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.
- Referee decisions will be considered final.
- No protests will be heard by the tournament committee on any referee decisions.

U11-U18 POINTS AND STANDINGS

In round robin play, points will be awarded as follows:

- 2 points for a win
- 1 point for a tie
- 0 points for a loss
- No sportsmanship point will be awarded.

To deter blowouts: the maximum goal differential shall be recorded is 5.

There is no limit in the number of goals a single player can score in a game.

TIE BREAKING RULE

Upon completion of the round robin, teams will be seeded based upon the points earned.

If 2 teams are tied in the standings the following tie-break steps will be taken in this order:

1. Most Wins
2. Head-to-Head Record
3. Goals for divided by (total Goals For plus Goals Against): The higher percentage will advance.
4. Least Goals Against
5. Most Goals For
6. Least Penalty Minutes
7. Coin Toss

If 3 Teams or more are tied in the standings the following tie-break steps will be taken in this order:

1. Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance.
2. Least Goals Against
3. Most Goals For
4. Least Penalty Minutes
5. Coin Toss

AWARDS

- At the conclusion of each game, after the handshake, each team will line-up on their respective blue lines for award presentations.
- Team officials will select a player from their own team to receive the Heart & Hustle Award.
- There will be GOLD, SILVER and BRONZE medals awarded at the end of the U11-U18 medal games.

6. MEDAL GAMES

- All medal games are 90 minutes (1hr 30 minutes).
- Each team will be allowed one 1-minute timeout during regulation play. No timeouts in overtime.
- 3-minute warm up starts as soon as the referees get on the ice.
- 1-minute intermission between periods. Teams that fail to line up at center ice promptly after the 1-minute intermission will be assessed a delay of game penalty.
- 1st period - 15-minutes STOP time
- 2nd period - 15 minutes STOP time
- 3rd period - 15 minutes STOP time, if possible. The length of the 3rd period is determined by the referees allowing time for a possible 5-minute overtime and shootout.

TIEBREAKER – MEDAL GAMES ONLY

If the score is tied at the end of the 3rd period, the following will happen to break the tie and determine the winner:

1. 5 minute 3-on-3 sudden death overtime
2. If necessary, a 3 player shootout
3. If necessary, sudden death shootout

3-on-3 SUDDEN DEATH OVERTIME

- 5 minute RUN time
- Player changes are “on the fly” and will not be allowed during any stoppage of play.
- If there is a penalty called during 3 on 3 play, the non-offending team will play with 4 skaters, the penalized team will play with 3 skaters.

- When the penalized team's penalty expires, the penalized player is permitted to rejoin the play.
- At the first stoppage following the expiration of the penalty, the teams will revert to 3 skaters.
- Minor penalties will be 2 minutes in duration.
- If a 2nd penalty is called while the 1st penalty is still being served, the teams will play 5 on 3.

3-PLAYER SHOOTOUT

If teams are stilled tied at the end of the 5-minute overtime there will be a 3-player shootout.

- Both teams will submit to the referee **prior to the start** of the medal game, their players in shooting order (Shooter Roster).
- Home team has the choice to shoot 1st or 2nd.
- Teams will then alternate shots.
- The team with the most goals after all 3 shooters have shot will be declared the winner.

SUDDEN DEATH SHOOTOUT

If all 3 shooters have shot and there is no winner, there will be a sudden death shootout.

- A player cannot shoot again until one of the teams has gone through its entire submitted Shooter Roster.
- The team that has not used its entire Shooter Roster has the option to use players that have not shot or re-starting at the top of their Shooter Roster.

7. UNFORESEEN CIRCUMSTANCES

- There will be no refunds, if for any reason games cannot be played, which are beyond the control of the Tournament Director.
- If a game **has NOT commenced** and cannot be played due to a power outage or other unforeseen circumstances, the game will be considered a 1-1 tie.
- If a game **has started** and cannot be completed due to a power outage or other unforeseen circumstances, the final score will be the score at the time of the interruption.

8. PLAYER & SPECTATOR CONDUCT

The TCFIHA Board and Tournament Committee want to provide a safe, respectful and fun environment for all participants, referees, volunteers, spectators, arena staff and participating vendors and sponsors.

- Foul language will not be tolerated, this includes referees, players, volunteers, coaches and any other attendees.
- 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.
- Parents and spectators acting inappropriately may be:
 - Ejected from the arena for the balance of the game
 - Ejected from the arena(s) for the balance of the tournament

All decisions made by the Tournament Director are FINAL