



To: All Atom Rep Tournament Participating Teams

From: AMHA Tournament Committee

Re: Atom Rep Tournament Rules

The Tournament will run from January 2-4, 2018. Teams will play in a round robin format with participating teams divided into three tiers. Teams are guaranteed a minimum of four (4) games.

1. **General:** All PCAHA and BC Hockey rules apply unless otherwise noted. **All referees decisions are final.**

ABSOLUTELY NO BODY CHECKING ALLOWED

2. **Sportsmanship:** Abbotsford Minor Hockey Association and PCAHA stress Sportsmanship. Fighting, abusive behaviour, or unsportsmanlike conduct by players, coaches, and parents will NOT be tolerated on or off the ice. Such conduct will be grounds for disqualification from the tournament. Referees & Tournament Committee have the authority to direct the removal of any person acting in an objectionable manner.

- a) Pre game warm up will be 5 minutes. The clock will start with the arrival of the Referees onto the ice. No team on the ice without the referee. PLEASE BE ON TIME.
- b) The home team shall be responsible for changing jerseys in the event that the two teams scheduled to play are wearing similar colors.
- c) Each coach/team will determine its own player MVP. Teams line up on their blue line for presentation of MVP awards. Once a player has been awarded an MVP medal he/she is no longer eligible to receive the award during the remainder of the round robin.
- d) After the game, the home team shall remain on the ice until the visiting team has left.
- f) Any player or team official receiving a match, gross misconduct, or fighting major will result in tournament ejection.

3. **Length of games:**

Atom	1 ¼ hrs	15	15	15
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Third period will be stop time using half of the remaining time allotted plus 2 minutes for game time NOTE: no overtime will be played in round robin competition. Games must be played on schedule. Games may end in a tie.



4. **Time outs:** PCAHA rules state that the Time Out rule may NOT be used in games with 15 minute periods or a combination of 15-20 minute periods. Time Outs will apply only if there are 3-20 minute stop time periods.

5. **Number of Coaches on the Bench:** No more than 4 people, other than dressed players are allowed on each team bench. All coaches/trainers must have their certifications available.

6. **Roster:** Team rosters are limited to 19 players including goaltenders. A minimum of 6 skaters and one goalie must be ready to start each game. Teams carrying one goalie must be able to replace an injured goalie within 10 minutes or forfeit the game.

7. **Affiliate Players:** In accordance with PCAHA rules A teams may draw Affiliate players as long as those players are carded with a team prior to the start of the tournament and have been submitted with your roster. Any team needing to affiliate players must notify the tournament chair and provide an official roster along with written permission from their association or league manager. For C divisions the affiliate rule according to PCAHA applies. You may ONLY affiliate from the division below and only from C.

8. **Forfeiture:** Will result in suspension through BC Hockey to Team Officials. No team shall forfeit a game.

9. **Protest Rule:**

a) Before any protest will be heard a \$300.00 (cash only) non-refundable protest fee shall be submitted to the Arena Manager (Committee Member) within 1 hour of the end of the game.

b) The Tournament Protest and Disciplinary Committee (consisting of the Tournament Director and 3 others members of his choice) will be convened and will follow the rules stipulated by:

i) The rules of this tournament

ii) The rules and policies of Abbotsford Minor Hockey Association

iii) The rules and regulations of PCAHA, BC Hockey and Hockey Canada

c) A ruling will be delivered prior to the team's next game

d) Decisions made by the Disciplinary and Protest committee will be FINAL

e) Referee's decisions are final and cannot be protested

10. **Teams:** All teams need to submit a BC Hockey roster with names, jersey numbers and birthdates. Only these players will be allowed to play in the tournament. A player may be substituted only if the tournament committee is notified 1 week prior to the tournament, and is accepted by the committee. This must be in writing and can be via email.

11. **Team Officials:**

a) Will be held responsible for the conduct of players, parents and team spectators on and off the ice. This includes the Lodging & arena facilities as well as the parking lot area.



- b) Teams are responsible for the security of their dressing rooms and a padlock should be brought to secure the door. Team officials will ensure their assigned dressing room is left clean after their game. AMHA is NOT responsible for lost or stolen items.
- c) Team officials are to report to the tournament desk at least 30 minutes before scheduled game times and are responsible to complete their respective game sheets to verify game times and roster before each game as to their accuracy.

12. **Damage:** Any damage incurred by players, team officials or parents will be billed to the team and/or Association responsible.

13. **After Game:** Teams will line up on their respective blue lines at the end of the game and after the handshake for awards; Helmets and Gloves will NOT be removed by the players.

14. **Mercy Rule:** If the goal spread between the competing teams reaches five (5), running time commences until such time as the spread is reduced to four (4), at which time, stop time will once again commence. Minor penalties under running time shall be Three (3) minutes and major penalties will be seven (7) minutes.

15. **Standings:** During round robin play points will be awarded as follows: Win 2 points, Tie 1 point, Loss 0 points

a) Round Robin standings will be determined as follows:

i) **Head to Head** = When two or more teams are tied in points, the result of their direct matchup with each other determines the standings (ex. If Team 1 and Team 2 are tied in Points, but Team 1 beat Team 2, Team 1 will be ahead in the standings).

ii) **Most Wins** = When two or more teams are tied in points, the team who has won more games in total will be ahead in the standings.

iii) **Differential** = Points For (PF) - Points Against (PA); the team with the higher difference will be ahead in the standings.

iv) **Average Differential** = $\text{Points For (PF)} / [\text{Points For (PF)} + \text{Points Against (PA)}]$
- $\text{PF}/(\text{PF}+\text{PA})$.

v) **Goals For** = The amount of goals a team scored in all games.

vi) **Goals Against** = The amount of goals scored against a team in all games.

vii) If teams are still tied, the final ranking will be determined by a flip of the coin.



- b) Elimination game results in a tie:
- i) The teams will play a 5 minute stop time 4 on 4 sudden death period.
 - ii) If still tied there will be a 3 man shoot out. Each coach will supply the referee a shootout list. The team will alternate with the home team having the option to shoot 1st or 2nd.
 - iii) If still tied after the 1st round of shooters, the shootout becomes sudden death and continues on a shot by shot basis until the tie is broken. No player may shoot twice before every player on the team has shot once. It is the coach's responsibility to ensure that ALL players excluding goalies shoot once before ANY player shoots a 2nd time. The timekeeper and scorekeeper will assist with recording the shooters numbers.
 - iv) Any player still in the penalty box at the end of the 5 minute overtime MAY NOT participate in the shootout.
- c) Consolation games will remain as a tie. These rules are generic for all AMHA Tournaments. Please follow rules for your division in the PCAHA handbook, as well as these rules for your Tournament.

GOOD LUCK * HAVE FUN *** PLAY SAFE**