



**To:** All Dallas Saunders Memorial Participating Teams

**From:** AMHA Tournament Committee

**Re: Dallas Saunders Tournament Rules**

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**General:**

All games will be conducted in accordance with Hockey Canada, BC Hockey, and PCAHA Rules and Regulations, except as modified below.

**Sportsmanship and Zero Tolerance:**

The AMHA promotes and stresses sportsmanship both on and off the ice. Any abusive behaviour or unsportsmanlike conduct of players, coaches, team officials, parents, and supporters will not be tolerated.

There will be zero tolerance for abuse of officials. Offenders will be ejected from the game, and any subsequent games of the tournament. The Referee will be instructed to give a single warning before ejecting any coach or player from the game. Abusive spectators will be required to leave the premises. We ask that all Team Officials work with their parents and supporters to understand and promote the spirit of the game and tournament.

**Game Format:**

- 1) A team official is required to report to the tournament booth at least 30 minutes prior to game time, to verify the game sheet.
- 2) Pre-game warm up will be 5 minutes. The clock will start with the arrival of the referee onto the ice. No teams on the ice without the referee.
- 3) All Round Robin Games will be 2 hours in length. 1st and 2nd periods will be 20 minute stop periods. Game play will be suspended at the first whistle after the 10 minute mark for an ice clean. Third period will be up to a 20 minute stop time period, however may be shortened due to injury or scheduling constraints. All games must be kept on schedule.
- 4) Games tied at the end of regulation time, in elimination rounds only, will proceed to overtime (see overtime format)
- 5) The home team shall be responsible for changing jerseys in the event that the two teams scheduled to play are wearing similar colours.
- 6) Mercy Rule will be in effect. If the goal spread between competing teams reaches six (6), 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 shall be seven (7) minutes. Penalties will start on the dropping of the puck by the on ice officials. During running time, the clock will only be stopped in the event of injury.



- 7) Time Outs. There will be one 30 second timeout allotted per team per game including overtime, only for Semi final and final games.
- 8) Teams should be prepared to start their game at the allotted game time. Those that are not prepared, may be assessed a delay of game penalty that is at the discretion of the on ice official.
- 9) MVP awards: One MVP award will be presented to each team for all tournament games. Coaches will determine their own MVP players at the end of the game & notify the timekeeper.
- 10) After completion of the game, the home team shall remain on the ice until the visiting team has left the ice.
- 11) Fighting: Any player penalized for fighting will be suspended for the remainder of that game + 1 more game.
- 12) Match Penalty or Gross Misconduct: Any player receiving a gross misconduct or match penalty will be suspended for the remainder of the tournament.
- 13) Team officials will also fall under the same rulings as the players with regards to suspensions.

#### **Point/Standings Format:**

Points for the tournament will be awarded on the following basis:

- 2 points for a regulation win.
- 0 points for a regulation loss.
- 1 point for a regular tie.

#### **a) 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) **Average Differential** =  $\text{Goals For (GF)} / [\text{Goals For (GF)} + \text{Goals Against (PGA)}]$   
-  $\text{GF}/(\text{GF}+\text{GA})$ .

iv) **Differential** =  $\text{Goals For (GF)} - \text{Goals Against (GA)}$ ; the team with the higher difference will be ahead in the standings.

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) Championship Round & Consolation Round Format:**

Upon completion of the round robin teams will be seeded 1 through 12 as follows:

- 1st place team in each pool will be seeded 1st through 3rd based upon section (a) above, and placed as the home team in the quarter finals.
- The 4th place team (wildcard) will be the team that did not finish first in their pool, but based upon section (a) is the fourth place seed and will be placed as the home team for the quarter finals.
- Seeds 5 through 8 based upon section (a) standings above and will be placed as the visiting teams in the quarter finals.
- Seeds 9 through 12 will be seeded based upon section (a) above standings above and play in the consolation round.

**c) 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.

**d) Consolation games will remain as a tie.**

**Expectations of 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 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.



**Damage:**

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

**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 (Tournament 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/her 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.