



THIS IS HOCKEY, OUR GAME.  
THIS IS CMHA, OUR TEAM.

## COQUITLAM MINOR HOCKEY ASSOCIATION U11A PUP TOURNAMENT 2026

### Rules and Regulations

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#### 1. General Regulations

All games will be played under Hockey Canada, BC Hockey, and PCAHA rules.

Special suspension rules will not apply to this tournament.

All referees are carded and certified.

Final team rosters must be approved prior to the first game. No player additions will be permitted once the tournament has begun.

All players must be properly registered with Hockey Canada through their governing body. Tournament officials will confirm rosters with PCAHA.

A maximum of twenty (20) players may be registered and dressed per game (18 skaters and two (2) goaltenders).

Team officials are responsible for verifying their roster in Spordle Play prior to each game. Starting lineups are not required.

Home teams are responsible for changing jerseys in the event of a colour conflict.

Teams may not enter the ice surface until an on-ice official is present. Teams that do so will be assessed a minor penalty.

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## **2. Game Format**

Each game will begin with a five (5) minute warm-up.

Games will consist of three (3) stop-time periods.

U11A Division Period Lengths:

Period 1 – 15 minutes

Period 2 – 15 minutes

Period 3 – 15 minutes

Prior to the start of the third period, if the referee determines there is insufficient time remaining to complete the period as scheduled, both teams will be notified of a shortened third period. The revised playing time will be displayed on the clock at the commencement of the third period.

If more than ten (10) minutes remain on the arena ice clock, the third period length shall be half of the remaining ice time plus two (2) minutes.

If less than ten (10) minutes remain on the arena ice clock, the third period length shall be half of the remaining ice time.

To maintain schedule integrity, playing time may be adjusted at the discretion of tournament officials.

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## **3. Mercy Rule**

If a team leads by six (6) goals, the remainder of the game will be played using running time.

If the goal differential is reduced to five (5) goals, stop time will resume.

Penalties During Mercy Rule

**Minor penalties:**

Two (2) minutes during stop time

Three (3) minutes during running time

## **4. Points and Standings**

Win: 2 points

Tie: 1 point

Loss: 0 points

### **Sportsmanship Point**

One (1) Sportsmanship Point will be awarded to teams that:

- Incur six (6) penalty minutes or fewer, and
- Receive no Major, Misconduct, Game Misconduct, Gross Misconduct, or Match penalties during the game

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## **5. Tie-Breaking Procedures (Round Robin)**

### **Two-Team Tie:**

If two teams are tied in points after round robin play, the following criteria will be applied in order:

Head-to-Head Result

Most Wins

Best Goal Average

Formula:

$$\text{Goals For} \div (\text{Goals For} + \text{Goals Against})$$

A maximum goal differential of +6 per game will be used.

Example:

$$6 \text{ goals for, 4 against} \rightarrow 6 \div (6 + 4) = 0.600$$

Fewest Penalty Minutes

Coin Toss (conducted by the goalie moms)

### **Three or More Teams Tied:**

If three or more teams are tied in points after round robin play, the following criteria will be applied in order:

Best Goal Average (formula as defined above)

Fewest Penalty Minutes  
Coin Toss (conducted by the goalie moms)

**Following round robin play, team officials are responsible for checking [games.pcaha.ca](http://games.pcaha.ca) for playoff schedules and updates.**

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## **6. Semi-Final Format – U11A GOLD – TIER 1 & TIER 2**

The top four (4) teams in each group will advance to the Semi-Final round.  
No consolation games will be played.

The higher-ranked team in each Semi-Final matchup will be designated the Home Team.

### **Semi-Final Matchups:**

1st Place vs 4th Place  
2nd Place vs 3rd Place

Winners advance to the Gold Medal Final.  
Losers advance to the Bronze Medal Game.

### **Reseeding After Semi-Finals:**

After the Semi-Finals are completed, teams advancing to the Gold and Bronze Medal games will be reseeded based on their Semi-Final results.

Semi-Final winners will be reseeded as 1st and 2nd and will compete in the Gold Medal game.

Semi-Final losers will be reseeded as 3rd and 4th and will compete in the Bronze Medal game.

**Home and Away designation for medal games will be based on this reseeding, with the higher-seeded team designated as the Home Team, regardless of Round Robin standings.**

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## **6. Semi-Final Format – U11A BLACK & WHITE TIERS**

The top two (2) teams in each group will advance to the Semi-Final round. No consolation games will be played.

The higher-ranked team in each Semi-Final matchup will be designated the Home Team.

### **Semi-Final Matchups:**

1st Place (“A” Pool) vs 2nd Place (“B” Pool)

1st Place (“B” Pool) vs 2nd Place (“A” Pool)

Winners advance to the Gold Medal Final.

Losers advance to the Bronze Medal Game.

### **Reseeding After Semi-Finals:**

After the Semi-Finals are completed, teams advancing to the Gold and Bronze Medal games will be reseeded based on their Semi-Final results.

Semi-Final winners will be reseeded as 1st and 2nd and will compete in the Gold Medal game.

Semi-Final losers will be reseeded as 3rd and 4th and will compete in the Bronze Medal game.

Reseeding will be determined by:

- Semi-Final result (win or loss)
- Best Goal Average from the Semi-Final game (as defined above)

**Home and Away designation for medal games will be based on this reseeding, with the higher-seeded team designated as the Home Team, regardless of Round Robin standings.**

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## **7. Semi-Final and Medal Game Procedures**

If a game is tied after regulation:

Two (2) minute rest at the players’ benches

Five (5) minute sudden-death overtime, played 4-on-4

Penalized teams will not play with fewer than three (3) skaters plus a goaltender.

The non-penalized team may add a skater up to a maximum of five (5) skaters plus a goaltender.

If still tied, the game will be decided by an NHL-style shootout.

**Each team is permitted one (1) 30-second timeout during Semi-Final and Medal games only. No exceptions.**

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## **8. Suspensions and Discipline**

Any player or team official receiving a Match or Gross Misconduct penalty will be suspended for the remainder of the tournament.

The infraction must be reported to the Tournament Director immediately following the game.

Any player receiving a second Game Misconduct will be suspended for the remainder of the tournament.

If a team official receives a second Game Misconduct, the entire team will be suspended from further play.

On-ice officials' decisions are final.

Decisions made by the Tournament Director (or acting Director) are final and binding.

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## **9. Administration and Conduct**

All game results will be uploaded to Spordle Play. Digital game sheets will be emailed to teams after submission.

Team officials are responsible for maintaining control of their players and spectators.

Continued unruly or abusive behaviour may result in team suspension from the tournament.

Abuse of referees or tournament officials will not be tolerated and may result in

immediate ejection from the venue.

Teams and their associations are financially responsible for any damage to arena facilities or CMHA property caused by players, coaches, team officials, or spectators. All repair or replacement costs will be invoiced to the team's association and must be paid in full.

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### **Thank You**

Thank you for your cooperation and commitment to fair play and sportsmanship. We wish all teams the best of luck in the **2026 Coquitlam Minor Hockey Association U11A PUP Tournament**.