



# **COQUITLAM**

## **MINOR HOCKEY**

### COQUITLAM MINOR HOCKEY ASSOCIATION

#### ***U11 'A' Pup Tournament***

#### **RULES AND REGULATIONS**

1. All games will be played under C.H.A., B.C.A.H.A., & P.C.A.H.A. rules. Special suspension rules will not prevail in this tournament. All referees are carded.
2. Final roster registration must be approved before playing the first game. No player additions will be allowed once the tournament starts.
3. All players must be properly registered with the C.H.A. through their governing body. Tournament officials will confirm team rosters with P.C.A.H.A.
4. Only 19 players may be registered and 18 dressed per game, 17 skaters, 2 goaltenders.
5. Team officials are responsible for verifying their roster in Spordal before each game.
6. **Home teams** will be responsible for changing jerseys in the event of a colour conflict.
7. No teams are allowed on the ice until an on-ice official is on the ice. Teams that enter the ice surface prior to the officials will be assessed a minor penalty.
8. All games will start with a 5 minute warm-up and will consist of three stop time periods. The third period will consist of the remaining ice time, but no more than 20 minutes. To maintain ice time order, it may be necessary to adjust playing time. This will be at the discretion of tournament officials.
9. The tournament will adhere to a '**Mercy Rule**' for all games. If at any time there is a 6 point differential, the remaining time will be run time. In the event the score spread is narrowed to 5 goals, then the remaining time will revert back to stop time. All minor penalties will be 2 minutes with stop time and 3 minutes with run time.
10. Throughout round robin play, teams shall be awarded:  
**2 points for a win, 1 point for a tie, and 0 points for a loss.**
11. In the event that teams are tied at the end of the round robin series, the following procedure will apply:
  - a) If TEAMS are tied, and they played a round robin game against each other head to head, the winner of the round robin game between the tied teams will receive the higher placing.
  - b) If still tied after 'a' (or not applicable) Team with the most wins will receive the higher placing.
  - c) If after a or b, the teams are still tied, the team with the best goal average during Round Robin will advance. A maximum of six (6)

goal differential per game is used for calculating goal average.  
Goal average is determined by dividing the total number of goals for and against into the total number of goals for.

Example: Goals for =10. Goals against = 4. Percentage is  $10 \div (10+4) = .714$

- d) If still tied after c, the team with lowest penalty minutes advances.
- e) If after d, the teams are still tied, a coin toss will determine which team will receive the higher placing.

Following the round robin series, it is the responsibility of the team officials to check Spordal or the CMHA Website under the Tournament tab for updated games.

## **12. PLAY OFF FORMAT**

The top four teams in Group 1, 2 and 3 will advance to the semi-final and final games. Group 1 1st vs Group 2 4th. Group 2 2nd vs Group 2 3rd. The winners of each Semi Final game will play in a final game for Gold and Silver, and the defeated teams of each Semi Final game will play for Bronze.

### **GAMES DURING THE PLAYOFF & MEDAL GAMES:**

If teams are tied after regulation time, there will be a 2-minute rest at the players' bench, then a 5-minute sudden death overtime. Teams will play 4-on-4 during this overtime. No penalized team will play with less than 3 skaters and the goalie. The non-penalized team will add a skater to a maximum of 5 skaters and the goalie. If a game is still tied, NHL shoot-out rules will be used to determine the game winner.

**\*\* There will be a 1 (one) 30 second timeout allowed per team during the Semi and Final games only – No Exceptions\*\***

- 13.** Any player or team official receiving a match penalty or gross penalty during the tournament will be suspended from further play in the tournament. The match penalty shall be reported to the tournament director or tournament office at the conclusion of the game. The responsibility is on the team manager to comply with this rule. There will be no exceptions.
- 14.** Any player receiving a game misconduct must leave the arena and head to the dressing room. They may not return to the playing area. Any player receiving a 2<sup>nd</sup> game misconduct penalty shall be suspended from further tournament play. Any team official receiving a 2<sup>nd</sup> game misconduct shall result in the entire team being suspended from the tournament.
- 15.** Decisions of the on-ice officials are final. Decisions made by the Tournament Director, or the then acting Tournament Director will be final.
- 16.** Copies of all game sheets will be forwarded to P.C.A.H.A. and B.C.A.H.A. in order to assess disciplinary action in accordance with rules.
- 17.** All games are uploaded into HiSports and game sheets will be emailed to the team after they have been submitted.
- 18.** Team officials are responsible for controlling their fans. If undesirable behavior continues, the team shall be suspended from the tournament.
- 19.** Any abuse of the referees **will not** be tolerated and may result in that person being ejected from the tournament.

