

DAVE MARTIN MEMORIAL MIDGET "A" TOURNAMENT

RULES

1. Playing Rules

- a) The latest Hockey Canada rules and Hockey PEI guidelines including the [Hockey PEI Minimum Suspension Guidelines](#) will apply for all games, except for the added rules/conditions as detailed below.
- b) The Referee's decision on playing rules will be final. NO PROTESTS - ensure suspended players do not play.
- c) The Tournament Committee (K.A.M.H.A.) will rule on matters relating to the Tournament rules.

2. Players

- a) All players must be registered with the Minor Hockey Association represented by each team. A player must appear on the tournament roster submitted by each team at registration.
- b) A player may play on only one team throughout this Tournament.
- c) A team will be allowed to dress a maximum of 19 players, including two goaltenders.
- d) In the event of an injury to a goaltender during Tournament play, and the team does not have an alternate goaltender dressed, the team will be given five (5) minutes to dress another goaltender. The game will continue after the five minutes have expired. In the event of player/goalie injury the Tournament, the Tournament Co-ordinator may approve player loans.
- e) No time-outs will be permitted during Round Robin play.
A one thirty (30) second time-out will be permitted in all Play-Off Games.
(Semi Finals & Finals)

3. Games

- a) Each team is expected to provide their own pucks for warm-up.
- b) **Round Robin Play** - Each round robin game consists of three (3), twelve (12) minute stop-time periods with a flood after each game.
Preliminary/Round Robin games ending in a tie will remain tied.
- c) **Semi-Final and Championship Games** - All games are the same as the round robin games. three (3), twelve (12) minute stop-time periods with a flood after each game.
- d) In the Event of a Tie for the **Semi-Final and Championship Games**:
Play-Off ties will be broken by a 5 minute, 3 on 3 sudden death Over Time period.
If the game remains tied after sudden death OT, the game will be decided by a shoot-out
- (1) Set of three shooters, all shoot, most goals wins
 - (2) If still tied after set of three shooters, sudden death shoot-out, each team has one shooter
 - (3) No repeat shooters until all players dressed have shot
 - (4) Home Team has option to shoot first or last - order remains same in sudden-death
- e) If there is a goal differential of five (5) goals or more at any time DURING the 3rd period, the REMAINDER of the game shall be STRAIGHT time.
The maximum final score goal differential will be posted as a 7 goal differential.
The score clock will not show more than a 5-goal differential.
- f) Two (2) points will be awarded for a win, one (1) point per team for a tie.
- g) Final Standings tie breakers will be broken as follows:
SEE ATTACHED

4. Penalties

- a) Any player or team official receiving a Match Penalty or Gross Misconduct will automatically be suspended from further Tournament play, until a ruling is made by the Rules committee.
- b) All penalties shall be served as per Hockey Canada and Hockey PEI rules. In

straight time, penalty time begins with the drop of the puck.

c) Please refer to the [Hockey PEI Rule Modifications](#) for information relating to body checking, head contact and multiple penalties in the same game.

d) No protests will be accepted.

e) All FIGHTS will result in ejection from the remainder of the Tournament.

f) Suspension(s) of player(s), coaching staff, managers, trainers, etc. will be served in the tournament. Major and Match Penalties will be reported to HPEI.

5. General

a) All players are to be at the Arena at least THIRTY (30) MINUTES PRIOR to game time and ready to play.

b) Teams should have two (2) sets of contrasting sweaters. In the event, that teams present themselves with similar sweaters, the **VISITING TEAM** will be required to change.

c) Teams with the highest ranking after the round-robin are the home team for all playoff games.

d) All teams are guaranteed four (4) games.

e) Teams advance to Play-Offs per the tournament play-off format - see schedule.

f) K.A.M.H.A. and the tournament committee will not be responsible for any injuries incurred during the duration of the tournament. All precautions will be taken to protect participants.

g) Any of the rules and regulations may be changed or altered at the discretion of the Tournament Committee. The TOURNAMENT OFFICIAL(S) decision(s) will be final and there will be no appeal process.

h) Coaches will select their own player of the game award and identify their selection to the timekeeper before game is complete.

i) Teams will shake hands at the beginning of the game.

Following the end of the game, both teams are to line up on their respective blue lines to receive the “Player of the Game”

BEST OF LUCK TO ALL TEAMS!

Tie Breaking Procedure

In the event that teams are tied for a playoff position, the following tie-breaking procedure will apply.

Two Teams Tied

a) The winner of the round robin game between the two tied teams gains the higher position.

b) If teams are still tied. The team with the most wins in all round robin games would gain the highest position.

c) If teams are still tied. Then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:
Total number of goals for divided by total number of goals for and against.

Total number of goals for divided by the total number of goals for and against.

NOTE: All round robin games are included.

Example: For = 10 goals

Against = 4 goals

Percentage 10

$10 \div 4 = .714$

NOTE: The higher percentage gains the higher position

The exercise of (d) establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step.

Example:

1. Team A $.714 = 1$ seed - higher position

Team B $.500 = 2$ seed – lower position

2. Team A $.500 =$ Still tied with team B – go to next step.

Team B $.500 =$ Still tied with team A – go to next step.

d) If teams are still tied. The team with the fewest goals against (all round robin games played) will gain the highest position.

e) If teams are still tied. The team with the most goals for (all round robin games played) will gain the highest position.

f) If teams are still tied. The team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.

g) If teams are still tied. A coin toss shall determine the winner.

Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

b) If three teams or more are tied, the points earned in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.

c) If teams are still tied. The team with the most wins in all round robin games would gain the highest position.

e) If teams are still tied. Then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

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The exercise of (d) establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the “Two Team Tiebreaker”.

Example:

1. Team A .714 = 1 seed - Advances

Team B .500 = 3 seed – Does not advance

Team C .650 = 2 seed – Advances

2. Team A .714 = 1 seed – Advances

Team B .500 = Still tied with team C – go to next step.

Team C .500 = Still tied with team B – go to next step.

3. Team A .650 = Still tied with team B – go to next step.

Team B .650 = Still tied with team A – go to next step.

Team C .500 = Does not advance

f) If teams are still tied. The team with the fewest goals against (all round robin games

played) will gain the highest position.

g) If teams are still tied. The team with the most goals for (all round robin games played) will gain the highest position.

h) If teams are still tied. The team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.

i) If teams are still tied. A coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.

