



PGMHA Recreational Tournament Rules

- All games will be played under Hockey Canada rules plus any other special rules adopted by BC Hockey
- All Round Robin games will be
 - U7-U11 60 minutes long: 3 minute warm up, 3 x 15 minute run-time periods, 2 minutes between periods, 5 minutes to complete stick clap and player awards.
 - U7 & U9 will be cross-ice games per Hockey Canada Pathways
 - U13-U18 75 minutes long: 3 minute warm up, 3 x 20 minute run-time periods, 2 minutes between periods, 5 minutes to complete stick clap and player awards.
- All round-robin games ending in a tie will stand as a tie.
- If the game is delayed for any reason or if we start to fall behind schedule, the 3rd period will be reduced as directed by the Officials to ensure the game finishes on-time, as scheduled.
- All Players are to receive fair and equitable ice time.
- Gretzky Rule, a maximum three-goal rule per player, per game will be in effect for U7-U13 divisions only. Any subsequent goals will be disallowed and not recorded on the score sheet.
- The score clock will show a maximum of 7 goal spread.
- All goals will be recorded on the scoresheet, however a maximum 7 goal differential will be recorded as the final score for purposes of tournament results.
- There will be no time outs.
- There will be no stop-time implemented for any reason.
- Stick clap and player awards at the end of every game. MVP's will be chosen by the coach of their own team. Both teams are to remain on the ice during MVP and medal presentations, in a respectful manner.
- If a team arrives to the ice late, there will be a goal awarded to the opposing team for every 5 minutes they are late.
- All signage & posted rules will be respected and all dressing rooms must be left in clean order.
- Home team will provide Score keeper & Away team will provide Time Keeper. Out of town teams will provide neither, they will be provided when two out of town teams play each other.
- All scoresheets are to be completed electronically in HiSports (northcentral.hisports.site)
- Fair play code of conduct is required of all coaches, players and spectators. Respect rules, the opponents, the officials and their decisions.
- No players on ice before the referees are on the playing surface.
- All decisions by on-ice officials are final.
- In the event two teams have similar jersey colours, the away team will wear pinnies or alternate jerseys.
- The tournament director will have the final say in all disputes.
- The tournament director has the right to change or alter these rules at any time without notice in order to act in the best interest of the tournament.

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Tournament Format

Round Robin Games will be as follows:

- Win= 2pts
- Tie=1 pts
- Loss= 0pts

If teams are tied for points following Round Robin play, the following tie breaker procedure will be as followed, in order:

- 1.) Head to Head
- 2.) Penalty Minutes (least PIMs is better)
- 3.) Goal Differential (max. 7 goal differential per game, $GD = GS - GA$ in RR play; high GD is better)
- 4.) Coin Toss

Penalties

- Fighting will not be tolerated at any level. The penalized player(s) will be expelled from the tournament and could be subject to supplemental discipline by their home association.
- Players will sit out the next game if a misconduct penalty is received in the last 10 minutes of the game.

Game Time allocation for final games only, will be as follows:

- If additional time is scheduled, there may be an opportunity for overtime.
- Overtime will be one 5 minute 3-on-3, sudden-death OT period, if required. If there is a penalty during the 3 on 3, we will play 4 on 3. Should the score remain tied after one OT period, a 3 player shootout will commence, if tied after 3 players, we will proceed with a 1 player shoot out until there is a winner. No player can shoot again until all players have gone. The remaining rules are still in effect.
- Time keeper and Score keeper will be provided for all final games