



Prince George Minor Hockey Rep/Dev Tournament Rules 2025-2026

1. All games will be played under BC Hockey, North Central District (NCD) and Hockey Canada Rules & Regulations.
2. Players will not be allowed on the ice unless they are wearing full gear including approved neck guard and not before officials are on ice and signal teams to enter.
3. Round Robin format:
 - a. Games slots for U13, U15 and U18 Representative Divisions will be 120 minutes and 90 minutes for U11 Development, including warm-up and handshake/awards.
 - b. All periods are stop time for U13, U15 & U18 and 25-min run-time for U11.
 - c. For U13, U15 & U18 Divisions, there will be an ice clean after the first whistle of the 10-minute mark in the 2nd period.
 - d. There will be no overtime in round robin play.
 - e. Round-robin play will determine final seeding.
4. Points will be awarded with the 2-point scoring system during Round Robin play:
 - a. Game Win: 2 points
 - b. Game Tie: 1 point
 - c. Game Loss: 0
5. Maximum 7 goal differential per game; record all goals in Spordle Play; put only 7 differential up on scoreboard.
6. If goal spread is 7 goals or greater at the start the 3rd period, run time will be in effect for the last period.
7. All teams will be ready to play 15 minutes prior the game start time.
8. Pre-game warm up will be 5 minutes. Time will begin at the noted start time of the game. No Exceptions. *Please be on time.*
9. The Tournament Committee and/or PGMHA will shorten warmup time or use running time at any time during round robin play to ensure the tournament stays on schedule.
10. Home team will wear white/light color and will be responsible for changing jersey colors if a conflict is evident as determined by the Officials.
11. Any player receiving a *match penalty* or *gross misconduct* will be suspended for the remainder of the tournament.
12. Referee's decisions will be final.

13. If game awards are handed out at the end of each game, the Head Coach will pick for their own team.
14. Home team will remain on the ice at game end until Visitors have left the ice when teams are using dressing rooms at the same end.
15. Coaches and Managers are responsible for team behaviour in all areas, at all times (dressing rooms, hallways, etc.) and ensuring the dressing rooms are cleaned. The Head Coach will be held responsible for any mess left behind and/or damage caused to facilities.
16. The emphasis of our tournament is fun for all and sportsmanship.

Round Robin Tie Breaking Procedure

Ties will be broken as follows. Each time a team is eliminated from the tiebreaker, the procedure will revert to the beginning of the tiebreaker procedure.

1. Head-to-Head. Tied teams must have played each other to apply.
2. Least Penalties in Minutes (PIM)
3. Teams with the best Goal Differential (GD = Goals For minus Goals Against) in round robin games using maximum 7 goal differential per game
4. Coin toss

Semi-Final and Final Game Format

1. If tied after regulation time, there will be a 2-minute break, teams do not change ends, one 5 minute run time OT period of 3 v 3.
2. If still tied, there will be a best of 3 shoot out; home team decides who shoots first.
3. If still tied, it will be decided by a sudden death shoot out. Please note: the original 3 players participating in 2. cannot be used in the sudden death shoot out unless all other skaters have been used first.
4. 1st & 2nd place awards will be presented at the end of the final game.