



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

1. All games will be played under Hockey Canada rules plus any other special rules adopted by BC Hockey.
2. Players will not be permitted 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. U11 Dev. game format is 90 minutes, including warm-up & handshake/awards:
 - i. 1st and 2nd Periods will be 15-minute, stop-time
 - ii. 3rd Period will be 20-minute, stop-time
 - iii. No time outs or ice cleans
 - iv. 5-goal Gretzy Rule; subsequent goals will be disallowed and not recorded
 - b. U13, U15 and U18 Representative Divisions game format is 120 minutes, including warm-up and handshake/awards:
 - i. All periods are stop-time for U13, U15 & U18 Rep.
 - ii. There will be an ice clean after the first whistle of the 10-minute mark in the 2nd period.
 - iii. One timeout/team/game
 - c. There will be no overtime in round robin play or placement games, only in semi-final or final games and an extra 15 minutes is scheduled.
 - d. 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 points
5. Maximum 7 goal differential per game; record all goals in Spordle Play (exception – see U11 Dev. Gretzy Rule); 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 for all Divisions.
7. Each team is responsible for providing their own adult penalty box attendant; optional.
8. Time and Scorekeepers must be 16+ with one adult present and will be scheduled by the Team hosting the Tournament.
9. Penalty box attendants, as well as time and score keepers, serve as Minor Officials and will maintain a respectful and impartial attitude both on and off the ice; this means refraining from cheering, criticism, or similar behavior or interacting with on-ice officials outside of time/score keeper communications.

10. All teams will be ready to play 15 minutes prior the game start time.
11. Pre-game warm up will be 5 minutes (3 minutes for U11 Dev). Time will begin at the noted start time of the game. No Exceptions. *Please be on time.*
12. 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.
13. 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.
14. Referee's decisions will be final.
15. If game awards are handed out at the end of each game, the Head Coach will pick for their own team, teams will remain on the ice if time permits otherwise, player awards will be handed out in dressing rooms.
16. 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.
17. 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.
18. 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. Every team in a tie must have all 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 stop-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.