



## U13 Tournament Rules

- A.** This tournament is sanctioned by Hockey Alberta and follows Hockey Canada and Hockey Alberta rules governing minor hockey.
- B.** The Tier 1 Division will be divided into 2 pools of 4 teams. Teams will play a 3 game round robin. Teams earn two points for a win, one point for a tie, zero points for a loss. The top 2 teams from each pool will advance to semi-finals. The bottom two teams from each pool will advance to the consolation games.

The Tier 2 Division will consist of 1 pool of 7 teams. Teams will play a 4 game round robin. Teams earn two points for a win, one point for a tie, zero points for a loss. The top 2 teams will advance to the tournament final

- C.** The following criteria shall be used to determine team standings in the event of a tie at the conclusion of pool play.

### Two teams Tied

1. Best win record in games played between tied teams
2. If still tied, the team with the most wins will advance.
3. If still tied, the team with the best win differential will advance.
4. If still tied, the team with the highest number of total goals scored will advance.
5. If still tied, the team with the fewest number of goals scored against will advance.
6. If still tied, the team with the least number of minutes in penalties in all games played will advance.
7. If still tied after all previous methods have been applied, the winner will be decided by a single toss of a coin.

### Three or more teams tied

Note this tiebreaker is used to determine the seeding of 1st, 2nd, 3rd, etc.

Note: Once a step in the three or more team tiebreaker establishes a ranking of a team(s), they assume that position and the remaining teams go to the next step. They do not go back to the "Two Team Tiebreaker"

1. Best win record in games played between tied teams
  2. If still tied, the team with the best goal quotient in all games would advance. The goal average of a team is determined by dividing the total number of goals for by the total number of goals for and against in all games played.
  3. If still tied, the team with the highest number of total goals scored.
  4. If still tied, the team with the fewest number of goals scored against.
  5. If still tied, the team with the least number of minutes in penalties.
  6. If still tied after all previous methods have been applied, the winner will be decided by a single toss of a coin.
- D. Game duration:** All games will consist of one (1) 15 minute stop time period and two (2) 20 minute stop time periods. There will be no floods between periods. If there is a six goal or more spread in the third period, there will be straight time. If the spread goes back to under five goals the game reverts back to stop time.
- E.** Teams are requested to be ready to go on the ice 15 minutes ahead of the scheduled game time. Teams will be penalized one (1) goal for every five (5) minutes of tardiness, to a maximum of three (3) goals. Lost time will be deducted from playing time.



F. All games with the exception of finals and semi-finals are to utilize the drop clock rule to ensure that the game is finished within the specified time frame. If there is five (5:00) minutes left in the ice session, after the first stoppage of play, the game clock shall be reset to two (2:00) minutes stop time. Teams will be advised of any adjustments. The tournament committee reserves the right to adjust the game start and ending times to account for any unforeseen delays. All decisions by the committee in this regard are final and not open to appeal.

G. **Overtime:**

There will be no overtime in pool play. In medal rounds, games tied at the end of regulation will be determined as follows:

1. Overtime is played to sudden victory. Teams may remove goalkeepers at any time.
2. Teams may change "on the fly" at any time. To commence overtime, each team will place five (5) players (one may be a goaltender) on the ice. The teams will not change ends for the overtime period and the time clock will be set for one (1) minute.
3. OVERTIME SHALL BE STOP TIME.
4. Overtime will be played in one (1) minute increments. At the end of one (1) minute, the horn will sound and each team will remove one (1) player from the ice. Play will be resumed immediately at the nearest face-off spot to the place where play ended. The timekeeper will stop the clock and sound the horn after each minute until the teams are reduced to two (2) players (one may be a goaltender) on the ice. Once each team has been reduced to two (2) players, the clock will be set to six (6) minutes. To commence play, the face-off will be held at the center ice spot. There will be no further reductions to the number of players and the one minute periods will end. Time will continue until the six (6) minute period has expired. If still tied at the end of the six (6) minute period, ten (10) minute periods will be played with two (2) players (one may be a goaltender) until a winner is determined. To commence play in the ten (10) minute period, the face-off will be held at the center ice spot.
5. No timeouts may be called by a Coach or player in overtime.

H. **Penalties:**

1. All major (5min), match and gross penalties will be subject to the [minimum suspension guidelines](#) set out by Hockey Alberta.
  2. Penalties incurred in regulation time and not completely served in regulation time, shall carry over into the overtime period and will be completed in overtime unless the game is ended.
  3. Time penalties incurred and unexpired which may leave a team short or shorthanded during the overtime when teams are reduced to two (2) players will result in a penalty shot(s) to the non-offending team for each unexpired time penalty. If due to penalties, a team is reduced to two (2) players and another time penalty is incurred, the offending team will serve the most recent penalty and a penalty shot(s) will be awarded the non-offending team for each unexpired time penalty. At no time will a team be required to have less than two (2) players on the ice. Should each team have an unexpired time penalty when teams are reduced to two (2) players, a penalty shot will be awarded each team. The team with the least time to serve will shoot first (if this cannot be determined, then the home team will shoot first). Each team must shoot. If the teams are still tied, overtime will continue. If multiple time penalties remain, a penalty shot will be awarded for each unexpired time penalty until all penalty shots have been taken. All time penalties incurred with two (2) players on the ice shall result in the awarding of penalty shots in lieu of penalty times.
- I. The home team shall wear dark jerseys, the away team will wear their white jerseys
- J. Each team will be allowed one (1) 30 second time-out per game.
- K. The referee's decisions are final in all matters pertaining to rule interpretations, assessment of penalties and awarding of goals and assists.
- L. Due to time limits, there will be NO stick or equipment measurements. Referees are empowered at their discretion to remove dangerous equipment from the game.

PROTESTS WILL NOT BE ALLOWED.

