

# 2024 RICHMOND ICE CLASSIC TOURNAMENT

## Rules & Regulations

This guide describes the format, policies, and rules associated with the Richmond Ravens Tournament. Coaches, and Managers, should read this document carefully and ensure that they as well as their team understand the rules and policies of this tournament.

### PLAYING RULES

All games will be conducted in accordance with Hockey Canada, BC Hockey, and PCAHA rules and regulations.

Teams will be allowed five (5) team officials and up to nineteen (19) players in the designated bench area during the game. The only players eligible to play in the tournament are those listed on the roster submitted by the team prior to commencement of the tournament. No additions are permitted without the approval of the Tournament Director.

### ZERO TOLERANCE FOR ABUSE OF GAME OFFICIALS

Abuse of officials will not be tolerated. Any person exhibiting such behavior may be asked to leave the arena for the remainder of the game. If the behavior continues, they will not be allowed to return to the tournament. In most cases, players and coaches will receive a minor penalty for a first infraction and a misconduct for any subsequent infractions.

Teams are responsible for the conduct of their players, coaches, and spectators. Should a spectator verbally abuse an on-ice official, the team in which they are aligned with shall be assessed a bench minor. Should the team fail to address the spectator and a subsequent outburst occurs, the coach shall be held responsible and will be responsible for the removal of the spectator from the viewing area. Failure to assist shall result in a game misconduct.

### TEAM SCORING SYSTEM

Final team standings in the round robin will be determined as follows:

- 2 points for a win
- 1 point for a tie
- 0 points for a loss

Note: If a game is not played due to an "Act of God", it will be considered a 1 - 1 tie.

### TIE BREAKERS

If there is a tie in cumulative points when determining seed positions for the championship game(s), the following tiebreakers will be applied, to the teams that are tied, in the following order until the tie is broken:

1. Most Wins
2. Head-to-head record between tied teams - *When 3 or more teams are tied for a seed position, step 2 is eliminated*
3. Goal Differential - *Capped per game - see note below*
4. Least Penalty Minutes
5. Least Goals Against
6. Coin Toss

Note: Maximum goal differential for any given game is capped at plus or minus 6.

### GAME FORMAT (U7 and U9)

1. Games at U7 and U9 are played on half of an ice rink. Nets shall be setup as half-ice or cross-ice at the referee's direction.
2. Games at U7 and U9 shall normally be 5-on-5, unless both coaches agree to play at 4-on-4 or 3-on-3 due to roster limitations.
3. Games at U7 and U9 will consist of two running time periods of 24 minutes each.
4. A two-minute buzzer for line changes will be used.
5. The time clock shall run continuously, except for a break between each period, at the referees' discretion.
6. Where two games are being played simultaneously on both halves of the same ice sheet, both games will observe the same two-minute buzzers and period start and end.
7. In U7 and U9 divisions, equal ice time will be given to each player regardless of playing ability.

### GAME FORMAT (U11 and above)

Warm up: Teams must be ready to play at least 5 minutes prior to your game time. Games may start early. Each team will be allowed a three-minute warm up period prior to each game. **NO TEAMS ARE ALLOWED ON THE ICE UNTIL DIRECTED BY THE OFFICIALS.**

Time Outs: One thirty second time-out per team per game will be permitted.

Round Robin games will have three stop time periods. At U11, periods 1 and 2 will be 12 minutes. At U13 and above, periods 1 and 2 will be 15 minutes. Period 3 will be decided by the on-ice official (up to a full 15 minutes). No Overtime or Shootout in Round Robin.

Championship games: In addition to the above - 15 minutes will be set aside for overtime and awards.

“Wayne Gretzky Rule”: Applies to U11 games only. Once a player has scored three (3) goals, she cannot score any more goals in that game, which includes overtime AND shootouts. If a U11 player scores goal #4, the ref will still signal the goal, but the goal will NOT be recorded on the scoresheet or on the clock. Face off at center and the game will continue.

Mercy Rule: In all games if the score difference is 6 goals or more in the 3rd period then the clock will be run time. If the team scores and the difference is less than 6, then the clock will be stop time from that point unless the difference becomes 6 or more again.

Overtime: Applies to Championship games only. If the score is tied at the end of the third period, then after a 1-minute break there will be an overtime period for five minutes of running-time. Overtime shall use a “4 on 4”, “sudden-death” format. A minor penalty assessed in overtime period will be of 3-minute duration. If the game is still tied after the five-minute overtime, a shootout will occur as described below.

Shootout Format:

- o Three (3) different players will be named by each head coach at the end of the third period, and the list submitted to the scorekeeper, in order of shooters.
- o Each player, in order listed, for both teams will alternately shoot with the visiting team shooting first.
  - The team with the most goals after the three (3) players on each team have completed their shots will be declared the winner.
- o If the score is still tied, different players on roster will shoot, alternating between teams until an outcome results.
  - The winner will be declared by sudden death victory after both teams have had an equal number of shots.
- o No player can shoot a second time until all other players on the roster have taken a shot (excluding goalies).
- o Ineligible players cannot participate in the shoot out.
  - An ineligible player is any player serving a penalty at the expiry of gameplay, any player ejected from the game, any unrostered player (in the case of teams with rosters exceeding the bench limits) and any player excluded per the Gretzky rule in U11 having already scored 3 goals.

Other Notes:

1. For games that are not completed due to injuries, power outages or other circumstances, it will be deemed complete with the Final Score being the score at the time of the interruption. Although every effort will be made to obtain additional time.
2. Every effort will be made to provide Scorekeepers and Timekeepers for all games. If this is not possible, the VISITING team may be asked to provide a knowledgeable scorekeeper for their game. Similarly, HOME teams may be asked to provide a timekeeper.
3. If for any reason beyond our control games are not played, there will be no refunds.

## JERSEYS

Visitors wear the “dark” jerseys. If there is a color conflict, the Home Team will change colors.

MVP: At the conclusion of each game and after the handshake, each team will line up on their respective blue lines for award presentations. Teams select their own MVPs and should choose a different player each game. Helmets must not be removed by the players.

## DRESSING ROOM

1. Dressing rooms will be assigned.
2. Teams are responsible for the security of their dressing rooms and a padlock should be brought to secure the door.
3. Teams are required to leave their dressing room clean and damage free.

## PROTESTS

The Tournament Director will handle protests and disputes. Any protest must be submitted in writing, presented to the Tournament Desk, within 30 minutes of the disputed game.

There will be a \$100 fee for all protests and appeals.

A judgment will be rendered within 60 minutes of receipt of the protest. The Tournament Director reserves the right to make final decisions regarding the interpretation of tournament rules and policies. The Tournament Director will act in the best interest of the players, coaches, and the game in general. There are no protests allowed with respect to any official’s calls. No Exceptions.