



2023 GIL MARTIN U13 TIER 4 & RECREATION 'C' HOCKEY TOURNAMENT RULES

www.langleyminorhockey.ca

Preliminary Round Robin Pools

The tournament will host two (2) divisions: Tier 4 and 'C' - Rec. Teams will be split into two (2) pools.

- Tier 4 – GOLD & BLACK
- 'C'-Rec – BURGUNDY & GREY

Preliminary Round will consist of three (3) round robin games all played within their assigned pool.

Preliminary Round Robin Games & Semi-Final Rounds

Preliminary Round ice times are either ninety (90) minutes or eighty (80) minutes in duration and played as follows: five (5) minute warm-up, 1st period of fifteen (15) minutes stop time, 2nd period of twenty (20) minutes stop time, followed by a 3rd period of up to fifteen (15) minutes stop time, as determined by the referee, barring any delays of game due to injury or otherwise. There will be NO OVERTIME for Preliminary Round games.

Mercy Rule

Should a team have a lead of five (5) goals or more at any point during the third period, run time shall apply. Should this lead revert to four (4) goals or less, stop time will resume. This mercy rule will apply to ALL games of the tournament. The Timekeeper shall not display on the scoreboard a goal spread larger than seven (7) goals. The Scorekeeper will record the actual game score on the Official Score Sheet.

Timeouts

Time outs are not permitted, as per PCAHA rules.

Preliminary Round Results

During round robin play, points are awarded as follows: Win – 2 Points | Tie – 1 Point | Loss – 0 Points

Seeding Format

The seeding of teams will be based on pool standings after preliminary round robin play. This will determine the matchups for Playoff Games. All teams are guaranteed four (4) games minimum during Round Robin and Playoffs.

Tiebreakers

If two teams are tied after preliminary round robin play, standings will be determined by:

1. Head-to-Head Competition
2. Team with the most wins
3. Team with highest goal differential (GF - GA) *
4. Team with "Least Goals Against"
5. Team with the "Least amount of penalty minutes"
6. Team with the "Most goals for"
7. Coin toss

*(Goals For minus Goals Against). The maximum number of goals per game that will be used to calculate GF – GA differential is six (6). For example, a 9-2 victory would count as an 8-2 victory for this calculation.

Playoff Semi-Final & Championship Rounds

At the conclusion of the round robin, each division will follow the below playoff format:

Tier 4:

- Gold First place team will play Black Second Place team (Game 13)
- Black First Place will play Gold Second Place team (Game 14)
- Gold fourth Place team vs Black Fourth place team (Game 15)
- Gold third place team vs Black third place team (Game 16)
- Championship Game: Winner of Game 13 vs Winner of Game 14 (Game 17)

'C' - Rec:

- Burgundy First place team will play Grey Second Place team (Game 13)
- Grey First Place will play Burgundy Second Place team (Game 14)
- Burgundy fourth Place team vs Grey Fourth place team (Game 15)
- Burgundy third place team vs Grey third place team (Game 16)
- Championship Game: Winner of Game 13 vs Winner of Game 14 (Game 17)

Gold Medal Championship Games

Games are 90 minutes (1 hour 30 min). They will be played in duration as follows: five (5) minute warm-up, 1st period of fifteen (15) minutes stop time, 2nd period of twenty (20) minutes stop time, followed by a 3rd period of up to fifteen (15) minutes stop time, as determined by the referee, barring any delays of game due to injury or otherwise.

Playoff Overtime

If teams are tied at the end of regulation time, there will be a two (2) minute break with no ice flood. Teams will not change ends. The winner will be determined in a five (5) minute stop time, three on three "Sudden Victory" overtime period. In the event that neither team scores in the overtime period, the winner will be determined in a three (3) player "Shoot out". If still tied, a sudden death shootout will determine the winner. No player can shoot twice until all skaters in the lineup have had a turn.

Protests

NO PROTESTS or APPEALS will be accepted.

GIL MARTIN TOURNAMENT GOVERNING RULES:

The Tournament shall be governed in accordance with the rules of the:

- Canadian Hockey Association ("CHA")
- British Columbia Amateur Hockey Association ("BCAHA")
- Pacific Coast Amateur Hockey Association ("PCAHA")
- The Langley Minor Hockey Association ("LMHA") rules as herein established for this Tournament

The Tournament Committee shall have the right to decide upon rulings for any off-ice dispute relating to interpretation of LMHA rules. Referees shall have the final say in resolving any on-ice dispute.

Eligibility

All teams must be in good standing with their respective Association. It is the responsibility of each team to apply to their Association and/or governing body for a Tournament Permission Number and/or Letter of Permission to enter the Tournament. Teams and Players must be registered with their Associations in accordance with the CHA, BCHA, PCAHA or USA Hockey rules.

Team Rosters

- All teams must submit their team roster a minimum of seventy-two (72) hours before the start of the tournament. Team Managers must check in at the tournament official's desk a minimum of 60 minutes before their first tournament game to verify the team roster. The roster as submitted on each team's first tournament game in SPORDLE will be considered as FINAL and those players listed on the first game of the tournament will be the ONLY players allowed to compete for the duration of the tournament.
- Each team may register nineteen (19) players, seventeen (17) skaters plus two (2) goaltenders. A maximum of five (5) team leaders (Coaches/Manager/Trainers) will be allowed on the team bench during a game. Teams carrying one (1) goalie must be able to replace an injured goalie in fifteen (15) minutes or forfeit the game. In the event of injury, a team may call up Affiliated Players (AP) registered with their team in accordance with PCAHA rules. All AP players must be approved by the Tournament Committee prior to playing.

Game Day

Starting line-ups will not have to be identified; however, the starting goaltender must be identified in SPORDLE. Games will be in SPORDLE. The team manager is required to verify the game roster in SPORDLE a minimum of thirty (30) minutes prior to the start of each game and identify the starting goaltender. All Teams must have a set of both Light and Dark jerseys. The home team will wear Light colored jerseys and the away team will wear Dark colored jerseys. Warm up pucks will NOT be provided.

Games Starts

Teams must be prepared to play five (5) minutes before the designated game start time should the ice be ready. Any team that is not ready to play at the designated start time of any Tournament game will be deemed to have "defaulted" the game. In the event of a default, the opposing (non-defaulting) team shall receive a 6-0 victory and the two (2) points awarded for a win.

Pre-Game Warm Up

Teams will be allowed a five (5) minute warm-up at the beginning of the game. If the tournament is running behind the allotted time, warm up time will be reduced. Teams must stay on their side of the center red line. Pucks are the responsibility of each team.

Dressing Rooms

Dressing rooms will be assigned and posted. Any damage to a dressing room will be charged to that team (if you see any damage when you first enter your room, please contact the Tournament Committee). LMHA is not responsible for lost, damaged or stolen property. Team Officials will ensure their assigned dressing room is left clean after their game. Teams are responsible for the security of their assigned dressing rooms.

Sportsmanship

Team Officials will be held responsible for their conduct as well as the conduct of their players and parents on and off the ice, which includes the arena facilities and parking lot areas. Team officials are responsible for ensuring that all players on their roster are aware of the rules governing this Tournament.

Ice Flood

There will be NO floods during tournament games. Ice Floods will occur before each game.