



# 2021 GIL MARTIN U13 TIER 1 & TIER 2 HOCKEY TOURNAMENT RULES

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## **Tier 1 Preliminary Round Robin Pools**

Tier 1 teams will be divided into two (2) pools: Dennis Cholowski (C) and Shea Theodore (T). The Tier 1 Preliminary Round will consist of four (4) round robin games played within their Cholowski (C) or Theodore (T) Pools.

## **Tier 2 Preliminary Round Robin Pools**

Tier 2 teams will all play in the Danton Heinen (H) Pool. The Tier 2 Preliminary Round will consist of three (3) round robin games all played within the Heinen (H) Pool.

## **Tier 1 & Tier 2 Preliminary Round Robin Games**

Preliminary Round Games are ninety (90) 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 twenty (20) minutes stop time, as determined by the referee. 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 back 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 will be awarded as follows: Regulation 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.

## **Tie-Breakers**

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

1. Head-to-Head Competition
2. Team with 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.

## **Tier 1 Playoff Semi-Final & Championship Rounds**

In the semi-final round, there will be two (2) games with C1 vs T2, T1 vs C2. The winners of the Semi-Finals will go on to play in the Gold Medal Championship Game.

## **Tier 2 Playoff Semi-Final & Championship Rounds**

In this round, there will be two (2) games with H1 vs H4, and H2 vs H3. The winners of the Semi-Finals will go on to play in the Gold Medal Championship Game. There will also be a consolation game for H5 vs H6.

## **Semi-Final and 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; followed by three (3) twenty (20) minute stop time periods unless the referee deems that the time remaining in the allocated game time is insufficient to complete a twenty (20) minute stop time period. In such case, the third period will be stop time in a duration determined by the referee.

## **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 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 HiSports! 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 HiSports. Games will be in HiSports!. The team manager is required to verify the game roster in HiSports! 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.

### **Handshake**

As per PCAHA, with the Covid 19 pandemic number of cases continuing to rise, we are **requiring** that the *bare-hand handshake*, the *glove-on handshake*, and the *glove-on fist bump* be replaced with a **Stick Tapping** to the opposing team and to the on-ice officials from your own blueline. **For example**, *the game ends, you leave your bench (when allowed to) and celebrate the team's good game with your goalie. Then move to your blueline and face your opponents, who will be lining up on their blueline, and begin a stick tap. Then face the on-ice officials and repeat. Then proceed to your dressing room (when allowed to).*

### **Ice Flood**

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

### **COVID-19 Protocols**

Teams, officials and spectators MUST adhere by the COVID-19 Protocols and Procedures as provided. These will be communicated closer to the start of the tournament. All current protocols can be found on the LMHA website @ [www.langleyminorhockey.ca](http://www.langleyminorhockey.ca). There will be zero tolerance for compliance of any of the requirements.