

***George Trainor Holiday Classic  
2011 Tournament Rules***

**1. PLAYING RULES**

- (a) The current Hockey Canada Rules and Hockey PEI Guidelines will apply for all games.
- (b) The referee's decision on playing rules will be final.
- (c) The Tournament Rules Committee will rule on matters relating to the Tournament and their decisions shall be final.

**2. PLAYERS**

- (a) All players must be registered with the Minor Hockey Association represented by their team and play on a team that has been formed for league purposes.
- (b) A player may play on only one team throughout this tournament.
- (c) A team will be allowed to dress a maximum of nineteen players, unless approval has been granted by the Branch for extra players. A team's roster should include any "AP" players. Any "AP" players must be on the team's roster and at the tournament office prior to the team's first tournament game.
- (d) In the event of an injury to a goaltender during tournament play, and the team does not have an alternate goaltender dressed, the team will be given five minutes to dress another goaltender. The game will continue after the five minutes has expired.

**3. GAMES**

**Divisional Play**

- (a) Each game will consist of three twelve minute stop time periods. There will be a flood after the second period for all divisional games.
- (b) If there is a goal differential of five goals at any time during the third period, the remainder of the game shall be straight time.
- (c) 2 points will be awarded for a win, and 1 point per team for a tie.

- (d) A 4 minute warm-up is allowed and is to commence immediately upon the completion of the previous game.
- (e) No time outs will be permitted during divisional play.

### **Semi-final Games**

- (a) All games will be three 12 minute stop time periods. If goal differential is five goals at any time during the third period the remainder of the game shall be straight time. There will be a flood after the second period for all semi-final games.
- (b) In the event of a tie, sudden victory overtime will commence immediately following the third period (teams do not change ends). Overtime will be played as follows:  
10 minutes stop time, followed by flood;  
change ends, 20 minutes stop time, followed by flood;  
REPEAT AS REQUIRED.
- (c) One time out per team is permitted in the semi-final games.

### **Championship Games**

- (a) All games will be three 12 minute stop time periods. If goal differential is five goals at any time during the third period the remainder of the game shall be straight time. There will be a flood at the start of each game and after the second period for all championship games.
- (b) In the event of a tie, sudden victory overtime will commence immediately following the third period (teams do not change ends). Overtime will be played as follows:  
10 minutes stop time, followed by flood;  
change ends, 20 minutes stop time, followed by flood;  
REPEAT AS REQUIRED.
- (c) One time out per team is permitted in the championship game.

### **PENALTIES**

- (a) There is zero tolerance for fighting. Any player assessed a penalty for fighting at any time will be suspended for the remainder of the tournament.
- (b) Any player or team official receiving a Match or Gross Misconduct will be suspended from further tournament play.
- (c) Hockey PEI minimum suspensions will apply unless the Rules Committee decides that additional suspensions are merited. Players and team officials are advised that all suspensions

earned in this tournament will be reported to Hockey PEI who may take additional action.

- (d) Penalties assessed when the clock is running on straight time will be served as follows: penalty time begins with the drop of the puck; minors- three (3) minutes; majors- six (6) minutes.

## **5. GENERAL**

- (a) All players are to be at the arena and **ready to play** at least ten minutes prior to game time.
- (b) Teams should have two sets of contrasting sweaters. In the event that teams present themselves with similar sweaters, the visiting team will be required to change. In the cross overs the highest ranking team is always the home team.
- (c) Teams listed on the left side of the schedule are the home teams for divisional games. Highest placing teams are the home team for the semi-final and championship games.
- (d) There will be a flood after the second period for all divisional and semi-final games. There will be a flood at the start of each championship game and after the second period.
- (e) Players are not to go on the ice before the Zamboni doors are closed.
- (f) Dressing Rooms are to be kept clean and locked at all times when not occupied. Team coach & manager will be responsible of the state of the room when leaving.

### **Division formats**

#### ***4 team division***

- 1 group of four teams
- Teams play round robin in their own group teams in other group
- All four teams in division advance.
- In the semi-finals - 1st vs 4th and 2nd vs 3rd
- Winners of semi-finals play in championship game.

#### ***10 team division***

- 2 groups of three teams and 1 group of four teams
- Three team groups crossover and play teams in other group
- Four team group play round robin in their own group
- Top four teams in division advance.
- In the semi-finals - 1st vs. 4th and 2nd vs. 3rd
- Winners of semi-finals play in championship game.

### ***11 team division***

- 2 groups of three teams and 1 group of five teams
- Three team groups crossover and play teams in other group
- Five team group play round robin in their own group with one team playing one extra game. That team first game played will not count toward the standing for that team only.(it does count for the opposing team)
- Top four teams in division advance.
- In the semi-finals - 1st vs. 4th and 2nd vs. 3rd
- Winners of semi-finals play in championship game.

### ***14 team division***

- 2 groups of three teams and 2 groups of four teams
- Three team groups crossover and play teams in other group
- Four team group play round robin in their own group
- Top four teams in division advance.
- In the semi-finals - 1st vs. 4th and 2nd vs. 3rd
- Winners of semi-finals play in championship game.

### ***16 team division***

- 4 groups of four teams
- Four team group play round robin in their own group
- The top team from each group advance.
- In the semi-finals - 1stA vs. 1stB and 1stC vs. 1stD
- Winners of semi-finals play in championship game.

## **DIVISIONAL TIE BREAKING FORMULA**

### **TWO TEAMS TIED**

These are applied in order of occurrence and as applicable:

1. Record between two teams tied. (Except for the team that play the extra game in odd number group)
2. Team with the most wins overall.
3. Largest goal differential ( +/- ) in all games (maximum of 5 per game).
4. Least goals scored against in all games.
5. Most goals scored for in all games.
6. Coin toss.

### **THREE OR MORE TEAMS TIED**

These are applied in order of occurrence and as applicable. Once started, the formula within that stream will continue to apply for non-eliminated teams.

1. Largest goal differential ( +/- ) in all games (maximum of 5 per game).
2. Least goals scored against in all games.
3. Most goals scored for in all games.
4. Record between two teams tied.
5. Coin toss.