

George Trainor Holiday Classic 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 unless the player is an approved Hockey Pei AP Player.
- (c) The AP player parent team has priority in case of a schedule conflict.
- (d) A team will be allowed to dress a maximum of nineteen players, unless approval has been granted by the association 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.
- (e) 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 appropriate time to dress another goaltender at the discretion of the officials
- (e) A team's roster may be adjusted with the approval of the Tournament Rules Committee.

3. GAMES

1. For all divisions EXCEPT Novice

a) Divisional Play

- 1. A 4 minute warm-up is allowed and is to commence immediately upon the completion of the previous game.
- 2. Each game will consist of three twelve minute stop time periods. There will be a flood after the second period for all divisional games.
- 3. 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.
- 4. If there is a goal differential of seven goals at any time after the first period, the remainder of the game shall be straight time.
- 5. 2 points will be awarded for a win, and 1 point per team for a tie.
- 6. No time outs will be permitted during divisional play.

b) Crossover Games

- 1. All games will be three 12 minute stop time periods. There will be a flood after the second period for all crossover games.

2. There is no goal differential at any time during any of the crossover games.
3. One 30 second timeout per team is permitted in the crossover game.
4. In the event of a tie, a 5 minute sudden victory overtime will commence immediately following the third period (teams do not change ends). Teams will play a 3 v 3. (skaters) No flood between overtime and shootout if it is still tied.
5. In the event that the game remains tied, the game will be decided by a shootout as follows:
 - a) Each team shall submit three (3) shooters.
 - b) The home team will shoot first and the team with the most goals after three shooters will win the game.
 - c) In the event the game is still tied, the game will be decided by sudden victory shootout as follows:

Each team shall submit one (1) shooter. The home team will shoot first. This will continue until one team scores and the other does not. There will be no flood.

***Coaches may not select a shooter twice until all skaters have been selected.**

c) Championship Games

1. All games will be three 12 minute stop time periods. There will be a flood at the start of each game and after the second period for all championship games for Peewee, Bantam and Midget Divisions.
2. There is no goal differential at any time during any of the crossover games.
3. One 30 seconds timeout per game team is permitted in the Championship game.
4. No flood between overtime and shootout if it is still tied. In the event of a tie, a 5 minute sudden victory overtime will commence immediately following the third period (teams do not change ends). Teams will play a 4 v 4. (skaters). If still tied, teams will change ends and play 5 minute sudden victory overtime as 3 vs 3.
5. In the event that the game remains tied, the game will be decided by a shootout as follows:
 - a. Each team shall submit three (3) shooters.
 - b. The home team will shoot first and the team with the most goals after three shooters will win the game.
 - c. In the event the game is still tied, the game will be decided by sudden victory shootout as follows:

Each team shall submit one (1) shooter. The home team will shoot first. This will continue until one team scores and the other does not. There will be no flood.

***Coaches may not select a shooter twice until all skaters have been selected.**

2. For Novice Division ONLY

a) Divisional Play

1. The ice surface shall be divided equally in two (2). Dividers or rink boards shall be placed across the center ice (red) line.
2. Teams will divide players into two (2) smaller teams of equal number of players.
3. Teams will compete 4 vs 4 or 3 vs 3 depending on team roster sizes. See chart below. The goal is to have kids on ice every second shift or close to that.
4. All games will be non-body checking.
5. All games will be 50 minutes in length (2 x 25 minute halves) plus a 3 minute warm-up. Full teams will warm up in each end then split into smaller teams after warm up.
6. When play is stopped due to the goaltender freezing the puck or a goal being scored, the referee will signal the attacking players to vacate the zone beyond the ringette line (top of circles). Once the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Same principle as a delayed offside. In the event a puck goes out of play (over divider or glass), the referee will provide a new puck to the goaltender and the attacking team will vacate the zone as above.
7. There is no centre ice (red) line, and therefore no icing calls or offside passes.
8. There is no blue line and no offsides.
9. The home team shall have the two (2) ends of the rink, while the visiting team shall have the center ice nets.
10. After the first half, one team will switch ends so players can play against the other half of the opposing team.
11. No score is kept and no game sheets are necessary.
12. Teams will share the respective player benches.
13. Player shifts will be one (1) minute in length. A buzzer or whistle will sound to signal line changes.

4. PENALTIES

- a) There is zero tolerance for fighting. Any player assessed a penalty for fighting at any time will be suspended from further tournament play.
- 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-Two (2) minutes; majors-seven (7) 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 crossover's 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 crossover and championship games.
- (d) Players are not to go on the ice before the Zamboni doors are closed.
- (e) Pucks are provided during the warm-up period by the tournament. One bucket per ice surface is placed on the home team bench which is the responsibility of the home team to make sure the pucks are shared between teams and to bring them back on the bench after the warm-up period.
- (f) Dressing Rooms are to be kept clean and locked at all times when not occupied, the tournament is not responsible for any stolen or missing equipment or personal items during your stay.

Team coach & manager will be responsible for the state of the room when leaving.

***** Failure of this rule will result in further discipline and a minimum of \$50 cleanup fee will be charged to the team association*****

6. DIVISIONAL FORMAT

*Higher ranked teams after round robin play are always the home teams

Novice Division Only

- All Novice teams play three games only
- No Score is kept
- No game sheets are required

6 team division

- 1 group of 6 teams
- Teams play round robin in their own group
- Top four teams in division advance
- In the crossovers – 1st vs. 4th and 2nd vs. 3rd
- Winners of the crossovers play in championship game

8 team division

- 1 group of 8 teams
- Teams play round robin in their own group
- Top four teams in division advance

- In the crossovers - 1st vs. 4th and 2nd vs. 3rd
- Winners of the crossover play in championship game

12 team division

- 1 group of 12 teams
- Teams play round robin in their own group
- Top four teams in division advance
- In the crossovers - 1st vs. 4th and 2nd vs. 3rd
- Winners of the crossover play in championship game

13 team division

- 1 group of 13 teams
- Teams play round robin in their own group
- Top four teams in division advance
- In the crossovers - 1st vs. 4th and 2nd vs. 3rd
- Winners of the crossover play in championship game

14 team division

- 1 group of 14 teams
- Teams play round robin in their own group
- Top four teams in division advance
- In the crossovers - 1st vs. 4th and 2nd vs. 3rd
- Winners of the crossover play in championship game

20 team division

- 1 group of 20 teams
- Teams play round robin in their own group
- Top six teams in division advance
- Top two team go directly to the semi-finals - Quarter-finals – 3rd vs 6th and 4th vs 5th
- In the semi-finals - 1st vs. lowest rank and 2nd vs. higher rank
- Winners of semi-finals play in championship game

7. DIVISIONAL TIE BREAKING FORMULA

a) TWO TEAMS TIED

These are applied in order of occurrence and as applicable:

1. Record between two teams tied.
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. The team that scored the earliest in the game between teams tied.
7. Coin toss

b) 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. Most wins.
2. Least goals scored against in games between teams tied, provided all tied teams have played each other.
3. Largest goal differential in games between teams tied, provided all tied teams have played each other.
4. Most goals scored for in games between teams tied, provided all tied teams have played each other.
5. Largest goal differential in all games (most in any one game is 5).
6. Least goals against in all games.
7. Most goals scored for in all games.
8. The team that scored the earliest goal in its first game.
9. Draw from a hat

TOURNAMENT RULES COMMITTEE

The Rules Committee reserves the right to modify any rule herein that is deemed not in the best interest of the Tournament or amateur hockey. All decisions of the Rules Committee are final. No protests will be considered during the Tournament. However, the Rules Committee will consider any logical grievance or suggestion.

****The Rule posted on the website is the official rule book for the George Trainor Holiday Classic. The rules in the programs are guidelines and are not the official document****