



2020 DQ Female Hockey Tournament Tournament Rules

1. This Tournament is sanctioned under the NBAHA. All teams must be registered with their provincial association to participate. All teams must provide a travel permit before their 1st game. Please record the travel permit # on the game sheet for future reference (of all your games.).
2. Coaches or Managers must complete game sheets at the rink tournament office 45 minutes prior to each game and provide weekend contact information to the tournament staff prior to the 1st game.
3. All tournament round-robin games will be 12-12-12 stop time, except for Midget AAA which will be 15-15-15 stop time
All Final games will be 12-12-12 stop time, except for Bantam AAA & Midget AAA which will be 15-15-15 stop time.
All games will have 3 minutes warm up with a flood prior to the game, except for the 15-15-15 games that will flood before the game and after the second period.
4. Novice and Initiation teams will play a round-robin game jamboree on $\frac{1}{2}$ ice, modified sized nets and blue pucks. Each game will consist of a 3 minute warmup, 2 periods of 20 minutes straight time with a buzzer for change up every 2 minutes. There will be no playoff or championship game.
6. Minimum number of officials required per category:
Midget AAA = 3; Atom B to Midget A = 2; Initiation and Novice = 1
7. Time outs are not permitted in Round-Robin Play. One time out per team, per game is allowed in play-off and championship games. (30 Seconds). Any timeout request during round robin play may result in a delay of game penalty.
8. Game will revert to straight time if the goal differential is 7 goals. If the lead subsequently reverts to 6 goals differential, stop time is reinstated. A maximum spread of seven (7) goals will be used in determining the stats. Any minor penalty allotted during straight time play will be of 3 minutes.
9. During round robin play a win will be two points, a tie one point, a loss zero points.
10. The odd number (7 or 9) team divisions will be scheduled to play 2 games and the divisions will then be ranked on the first two games to determine the 3rd round game schedule. Team ranked first will advance directly to the semi finals and identified as team number 1. The remaining teams will be matched based on their ranking after 2 games. The 2nd team will play the lowest ranked team that they have not yet played; The 3rd team will play the remaining lowest rank team, etc..... All 3 games will count in the ranking to determine which teams will advance in the playoff round (semi finals).
11. All teams are to be at the arena, dressed and ready to play 30 minutes prior to a scheduled game.
12. Teams not ready to play at the scheduled start time will forfeit that game. Score for that game will be recorded as 7 - 0. In case of a tie between teams, the team having a forfeited game will be given the lowest position in a tie breaker. The team ready to play can use the ice for a practice up to the next game time.
13. A tie in the playoff or championship game will be broken based on a 3 minutes **Stop** time sudden death victory format with 3 skaters per side. If after the 3 minutes, both teams remain tied – an NHL style shootout format will decide the victor.

Note: During overtime play, if a penalty is given, the other team adds a player. Line changes are allowed during play.

14. The red line is out. Slap shots are permitted in Pee Wee to Midget.

15. Home team wears dark jerseys. If both teams have the same colored jerseys, Visitors must change. Should your team only have **one set of jerseys**, you must **inform the tournament staff** upon arrival to the rink (**no later than 45 minutes prior to game time**)

During later games, once ranking has been established, the team with the highest rank will be considered the home team. Should this not be determinable ahead of time, both teams will participate in a coin flip to determine the home and away team.

16 Affiliate players are not permitted to play on 2 teams during the tournament.

The only exceptions are:

- for pre-approved goaltenders (the primary and affiliate teams are required to inform the main tournament email address)
- and/or when the primary team has completed all tournament play.

17. Major penalties may result in a suspension for the remainder of the game. All major penalties (5 min or over) will be reviewed by the tournament committee and district director for final decision. HNB rules will apply. Fight major, match or gross Misconduct penalties may result in a suspension from the tournament.

18. No protest will be accepted; the District Director and tournament committee's decision is final.

19. The tournament will not be responsible for any loss, damaged or stolen equipment or any other goods to whom it may belong. Nevertheless, the necessary steps will be taken to protect, as much as possible, all tournament participants.

19.b Teams are asked to leave the dressing rooms as soon as possible (approx. 15 mins) so the next team coming in will have adequate time to dress. Also, we ask that each team clean up any mess they leave, such as garbage and tape, so the next team will have a clean room to dress in when they enter.

20. The tie breaking sequence is as follows:

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking.

20.1. If two teams are tied:

20.1.1 The winner of the round robin game between the two tied teams gains the higher position.

20.1.2 The team with the most wins in the round robin gains the higher position.

20.1.3 If the two teams are still tied after **20.1.1** and **20.1.2** have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against. NOTE: All round robin games are included.

Example: For = 10 goals against = 4 goals

Percentage: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position

20.1.4 If teams are still tied after **20.1.1**, **20.1.2** and **20.1.3**. The team with the fewest goals against (all round robin games played) will gain the highest position.

20.1.5 If the two teams are still tied after **20.1.1**, **20.1.2**, **20.1.3** and **20.1.4** have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.

20.1.6 If the two teams are still tied after **20.1.1**, **20.1.2**, **20.1.3**, **20.1.4** and **20.1.5** have been applied,

- If both teams played against each other in the round robin, then the team which scored the first goal in the game between the tied teams, gains the higher position.
- If both teams didn't play each other in the round robin, then the team which scored the earliest in their first tournament game, gains the higher position.

20.1.7 If the two teams are still tied after **20.1.1, 20.1.2, 20.1.3, 20.1.4, 20.1.5 and 20.1.6** have been applied; a single coin toss will determine which team gains the higher position.

Three or More Teams Tied

- If any step in the tiebreaker only seeds one team, that team assumes that position. The three or more team tiebreaker will continue to determine the seeding of the remaining teams. At no time will teams using this formula go back to the two-team tiebreaker
- If the tied teams have all played against each other in the round-robin, the games among the tied teams will be used in the calculation; otherwise all round-robin games will be included in the calculation.

20.2. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.

20.2.1 The team with the most wins* would gain the highest position.

20.2.2 If teams are still tied after **20.2.1** has been applied, then the team with the best goal average, gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

NOTE: All round robin games are included

Example: For = 10 goals against = 4 goals

Percentage $10 \div 4 = .714$

NOTE: The highest percentage gains the highest position(s).

The exercise of **20.2.2** establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker."

Example:

A. Team A - $.714 = 1$ seed - Advances

Team B - $.500 = 3$ seed – Does not advance

Team C - $.650 = 2$ seed – Advances

B. Team A - $.714 = 1$ seed – Advances

Team B - $.500 =$ Still tied with team C – go to next step 20. 2.3.

Team C- $.500 =$ Still tied with team B – go to next step 20.2.3.

C. Team A – $.650 =$ Still tied with team B – go to next step 20.2.3.

Team B - $.650 =$ Still tied with team A – go to next step 20.2.3.

Team C - $.500 =$ Does not advance

20.2.3 *If teams are still tied after 20.2.1 and 20.2.2.* The team with the fewest goals against (all round robin games played) will gain the highest position.

20.2.4 If teams are still tied after **20.2.1, 20.2.2, and 20.2.3** have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.

20.2.5 If teams are still tied after **20.2.1, 20.2.2, 20.2.3 and 20.2.4** have been applied, then the team which scored the earliest in their first tournament game, gains the higher position.

20.2.6 If the teams are still tied after **20.2.1, 20.2.2, 20.2.3, 20.2.4 and 20.2.5** have been applied; a single coin toss will determine which team gains the higher position.

Good luck to all teams!!!