

## **AJFHL Tournament Guidelines – 2019 Western Cup April 5-7**

**Game Sheet and Rosters:** Game sheets must be signed by the team managers for accuracy before your first game. No changes can be made to your online roster after your first game sheet has been completed. Rosters are **frozen**. Number of dressed players **cannot exceed 20 players (includes Goalies)**. Each team is responsible for filling out and confirming the game sheet at least a **half-hour before game time**. Team roster stickers are accepted, but must be placed on each sheet.

**Jerseys:** Each team is requested to carry two sets of jerseys to all games. If your team only has one set you must notify the tournament in advance. If a team has two sets of jerseys they will accommodate a team who only has one set of jerseys. Home Jersey will be (Colored) and Away Jersey will be (White).

**Forfeit Rule:** The game will score as 7-0, and the winning team receives two points.

**Mouth Guards:** Coaches are encouraged to have their players wear mouth guards.

**Neck Guards:** Mandatory.

**Dressing Rooms:** All dressing rooms or facilities should be **left clean after use by the team**. Failure to respect the facilities could result in a five minute penalty being assessed at the start of the next game.

**Warm-up Pucks:** The tournament will have pucks available for all games for the purpose of pre-game warm up.

**Penalties:** Minor (2 minutes), Major (5 minutes), Misconduct (10 minutes). All stop time. Three stick infractions will result in a game misconduct.

**Protests:** Formal protests must be brought forward to the Tournament Committee within ten-minutes of the conclusion of a game. The decisions of the Tournament Committee are final. Tournament protests will be discussed and decided by the Tournament Committee.

**General:** Hockey Canada rules (with reference to female supplement) will be enforced with some modifications as noted.

### **Game Time:**

There will be a 3 minute warm-up prior to the game start. The warm up clock will start at scheduled game time. Each game is allotted a 2 hour slot. Any team unable to commence play 15 minutes after the scheduled start time may be required to forfeit that game and the opposing team will get a credit for a win. The tournament committee will make this call after a 15 minute delay.

“Mercy Rule”- Should a team have a lead of 6 goals or more at the start of the second period, running time shall apply. Should the lead revert back to 5 goals or less, stop time will resume. This mercy rule will apply to ALL games of the tournament.

No game will exceed the allotted time. If undue delays occur for any reason and the game cannot be completed within the allowed time, the following procedure will be followed:

- At the first stoppage of play when time reaches five minutes left on the allowable time, the timekeeper will notify the referee.
- At this stoppage in play the clock will be reset to two minutes and the remainder of the game completed with stop time.

**Tournament Points System:**

2-Points for a Win

1-Point for a Tie

0-Points for a Loss

All games and tournament information will be updated regularly on our website:

[WWW.AJFHL.CA](http://WWW.AJFHL.CA) (Click: **AJFHL – WESTERN CUP TOURNAMENT 2019**)

Click Standings to view.

**Tie Breaking Rules in Round Robin Play: (Tournament Committee will have final say)**

#1 – The team that won their game between the two tied teams shall be placed higher.

#2 – If still tied. The team with the highest goals for (GF) minus goals against (GA) will be placed higher.

#3 – If still tied. The team with the higher goals for (GF) will be placed higher.

#4 – If still tied. The team with the lowest penalty minutes.

#5 – If still tied. Toss of coin, called by the furthest travelled of the tied teams, winner of coin toss will be placed higher.

**Time-outs:** Each team will be allowed one 30 second time out per game.

**Floods: Ice will be cleaned every second period.**

## **Gold and Silver, Bronze and Consolation Finals Rules:**

No final game will be left in a tie.

Game format will be **three 20-minute periods stop time.**

**Flood after each period.**

**Time-outs:** Each team will be allowed (2) 30 second time out per game.

**No timeouts** may be called in overtime.

### **BRONZE and CONSOLATION**

**Tie Breaking Rules at the end of Bronze and Consolation games:**  
**(Tournament Committee will have final say)**

If the game is tied and there is only 10 minutes left in the allotted ice time, the game will go straight into a shoot-out match as noted below.

Tie games will be settled by overtime play. Overtime will consist of 5 minutes straight time sudden death play (4 on 4, unless a team is serving a penalty). Penalties incurred during overtime play will go on the clock in regular time (i.e. a minor penalty would be 2 minutes, major 5 minutes). If any penalties are being served at the end of regulation time, these penalties will be carried into overtime, and the penalized team will be short the penalized player for the penalty's full normal duration.

If the teams are still tied after sudden death overtime, a shoot-out will follow. Each team will select three players to shoot. The **home team** will shoot first, alternating teams until **all six players** have gone. **All six shooters must shoot!!** If the shoot-out is still tied after six shooters, then a one and one shootout will take place, until a winner is determined. NOTE: **Players may only shoot once, until all shooters have shot once.** The Home team shoots first.

### **GOLD and SILVER**

**Tie Breaking Rules at the end of Gold/Silver game:**  
**(Tournament Committee will have final say)**

Overtime is played to sudden victory. Teams may remove goalkeepers at any time. Teams may change "on the fly" at any time.

To commence overtime, each team will place six (6) players (one may be a goaltender) on the ice. The **teams will not change ends for the overtime period** and the time clock will be set for (2) minutes. **OVERTIME SHALL BE STOP TIME.** Overtime will be played in (2) minute increments.

At the end of one (2) minutes, the horn will sound and **each team will remove one (1) player from the ice.**

Play will be resumed immediately **at the nearest face-off spot to the place where play ended.** The timekeeper will stop the clock and sound the horn after each 2 minutes, **until the teams are reduced to two (2) players** (one may be a goaltender) on the ice.

Once **each team has been reduced to two (2) players**, the clock will be set to **six (6) minutes.** To commence play, the **face-off will be held at the center ice** spot. There will be **no further reductions to the number of players** and the **(2) minute periods will end.**

Time will continue until the six (6) minute period has expired. If still tied at the end of the six (6) minute period, **ten (10) minute periods will be played with two (2) players** (one may be a goaltender) **until a winner is determined.** To commence play in the ten (10) minute period, the face-off will be held at the center ice spot.

### **Penalties IN OVERTIME when reduced to 2 Players**

Time penalties incurred and unexpired **which may leave a shorthanded during the overtime when teams are reduced to two (2) players will result in a penalty shot(s)** to the non-offending team for each unexpired time penalty. If due to penalties, a team is reduced to two (2) players and another time penalty is incurred, the offending team will serve the most recent penalty and a penalty shot(s) will be awarded the non-offending team for each unexpired time penalty. At no time will a team be required to have less than two (2) players on the ice. Should each team have an unexpired time penalty when teams are reduced to two (2) players, **a penalty shot will be awarded each team.** The team with the least time to serve will shoot first (if this cannot be determined, **then the home team will shoot first**). Each team must shoot. If the teams are still tied, overtime will continue. If multiple time penalties remain, a penalty shot will be awarded for each unexpired time penalty until all penalty shots have been taken. **All time penalties incurred with two (2) players on the ice shall result in the awarding of penalty shots in lieu of penalty times.**