



NWCAA ROCKY MOUNTAIN CLASSIC TOURNAMENT RULES

Updated October 30, 2018

- 1) All games are played in accordance to Hockey Alberta (C.H.A.) official rules.
- 2) A player may be registered and play for only (1) team during the tournament.
- 3) **Roster Size:** A maximum of (19) players, including goaltenders will play for each team, each game and the names will be those submitted to the Tournament Committee prior to the start tournament. Affiliate players must be added prior to games starting and for the purpose of replacing a player for injury or reasons that make the original player unavailable. AP players cannot be used to replace a player serving a suspension or for perceived poor performance by the team management. (Please see the tournament committee at the tournament office for clarification of AP status). Any team found playing an ineligible player (I.E. player name not submitted on the original roster and not an approved affiliate player by the tournament committee) may be immediately disqualified from the tournament.
- 4) **Jersey Colours:** Home teams will wear white/visitors will wear dark. In the event there is a conflict, the home team will be required to change
- 5) **Game Start Times:** All teams must be ready to play at the scheduled time, unless deemed otherwise by the tournament officials. Every effort will be made to start games on time and finish within allocated time slot. Tournament officials will determine and communicate the official start and end times to on-ice officials and team managers prior to the game.
- 6) **Game Format:** All games will have three (3) twenty (20) minute stop time periods with a maximum (5) minute warm-up.
- 7) **Dropping the time clock:** The time clock will be automatically dropped to (2) minutes when there are (5) minutes remaining before the official scheduled end time.
- 8) **Ice Cleans:** Will be conducted at the end of each period – unless the tournament officials rule to postpone a cleaning with the intent to finish a full game within the scheduled time slot.
- 9) **Mercy Rule:** All games will be played with the “Mercy Rule” in effect during the third period. When a (5) goal difference occurs in the third period, the clock will switch from stop time to running time. If the game returns to a (4) goal deficit – the game will revert to stop time. Penalties incurred during the running time will be: (3) minutes for minor infractions, (8) minutes for major infractions and (15) minutes for each misconduct, with the exception of game misconduct.
- 10) **Time Outs:** Each team will be awarded only (1) 30 second time out in each game
- 11) **Points:** Round Robin – (3) points for a win / (1) point for a tie / (0) points for a loss. The top two teams in points in each pool will advance for opportunity to play for the Gold/Silver and Bronze.

TIED GAMES IN THE ROUND ROBIN REMAIN TIED – NO OVERTIME IN ROUND ROBIN

- 12) **Round Robin Standings Tie Breaking:** Any ties in the Round Robin will be broken in the following order:
 - 1) Most Wins
 - 2) Highest point total in games between teams who are tied. Does not apply unless all tied teams have played each other. Except if one team has played and defeated all of the other tied teams – that team will advance.
 - 3) Highest goals for and against differential, based on a maximum of (5) goals per game. I.E.: 20 GF minus 15 GA = +5
 - 4) Highest decimal resulting from this goals for/goals against formula: GF divided by (GF + GA) based on a maximum of five goals per game differential.



NWCAA ROCKY MOUNTAIN CLASSIC TOURNAMENT RULES

Updated October 30, 2018

- 5) Highest total goals for - based on a maximum (5) goals per game differential.
- 6) Coin Toss

Tie breaking method for ALL PLAYOFF GAMES: (All Saturday games and Gold and Bronze Final)
(no ice clean and if time allows, decision to be made by the organizing committee. No appeals are permitted of this decision)

a) Less than 10-min remaining in the time slot –

Teams will immediately go to a 3-man shootout after a 2-min break.

b) More than 10-min, but less than 15 min remaining in the ice time slot –

Teams shall have a 5-minute 4-on-4 sudden death overtime followed by a shootout, if still tied.

c) More than 15 min remaining in the ice time slot –

Teams shall have a 10-minute, 4-on-4 sudden death overtime followed by a shootout, if still tied.

d) For semi-final, third place and championship games – teams shall have up to 15-min, 4-on-4 sudden death overtime followed by a shootout if necessary. (No ice clean and if time allows, decision to be made by the organizing committee. No appeals are permitted of this decision)

e) Shootout Format

- 3 Man shootout after a 2-minute break
- Home team has choice to shoot first or second.
- Substitutions allowed only due to injury.
- If not decided after the designated (3) shooters, shootout will continue in a sudden death format until the tie is broken.
- Original shooters may not shoot again until the full roster has been expended.
 - i. It is the coaches responsibility to track his/her teams shooters
 - ii. Any player that shoots “out of turn” will be disqualified from the remainder of shoot out and any goals scored from this “out of turn” attempt shall be recorded as no goal.

f) 4-on-4 Sudden Death Format

- After a (2) minute break – Teams will play 4-on-4 Skaters (+ goaltender) for a 2, 5 or 12 minute (as indicated 13 a, b, c or d) stop time sudden death overtime period.
- Penalties will carry over from third period into overtime. 3 skaters (+ goaltender) is the lowest player number allowed on the ice per team.
- If still tied after the designated 2 or 5 min overtime, teams will proceed into the shootout format 13 e).

13) Final Games: (Sunday Games except for the Gold and Bronze finals)

All ties for the Sunday final games will be broken with a shootout. Shootout format will follow 13e).

14) Suspensions: Hockey Alberta (C.H.A.) official rules apply.

No protests will be entertained. All decisions by the tournament committee are final.

15) Pool Play Game Team MVP Selection. For each pool play game (Thursday and Friday) each team will select one player to receive a game MVP recognition and award. This player will be selected by his own teams coaching staff.