

## 2024 Jordan Boyd Memorial Tournament – Rules

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1. CAHA rules as laid down for minor hockey will govern all games. Tournament bylaws shall be in addition to CAHA/Hockey Nova Scotia (HNS) rules and will not conflict with same.
2. HNS Code of Discipline will apply to all games. All suspensions will be reported to HNS on the day the infraction occurs by the Tournament Chair or delegate.
3. Only those listed on the game report are permitted in the bench area. All teams should have an official roster from their provincial branch and travel/tournament permit number.
4. No protests or appeals of any kind will be entertained.
5. U13-AAA games will be **three (3) 15-minute stop time periods. There will be a flood every two periods.** For example – Game 1 floods after the 2<sup>nd</sup> period but game 2 starts immediately after game 1 and has a flood after the 1<sup>st</sup> period. All warm-ups will be **three minutes** in length as designated by the time keeper.
6. All other levels will be three (3) 12-minute stop time periods. There will be a flood after every game.
7. Games are to be played to completion, rink clocks will not be enforced.
8. There will be no time outs in the round robin portion of the tournament. Teams will each have one 30 second time-out for all elimination games (semi-final/championship). If a team uses their timeout during regulation play, it does **not** reset for overtime.
9. Round Robin games **can** end in a tie.
10. Points will be allotted after each game as follows:
  - 2 points for a win
  - 1 point for a tie
  - 0 points for a loss
  - **There will be no goal differential maximum in round robin games, the final score in each game will be the goals for/against used in tie breaking calculations.**
11. Any team unable to ice a team will forfeit the game and be charged with a 5-0 loss.
12. The tie-breaking formula for team standings shall be as follows:
  - In the event that two teams are tied with points after round robin play, the tie will be broken as follows:
    - The winner of the game played between those two teams. If the two teams didn't play each other, the tie breaking procedure outlined below is to be followed.
    - In the event that more than two teams are tied in points, two teams are tied and the game between them is tied or two teams are tied and they did not play one another, the tie breaking procedure outlined below is to be followed.

### TIE BREAKING FORMULA

Due to the nature of the schedule, not all teams play each other so the following tie-breaking format will be utilized.

- **Total wins in round robin play** (i.e if 3 teams are tied with 3 points, Team 1 and Team 2 have records of 1-1-1, Team 3 has a record of 0-0-3, Team 3 is eliminated, and 1 & 2 will continue in with the next tiebreakers to determine the higher seed.
- **Ratio of Goals For Divided by Goals Against**

- For example, team 1 has 20 goals for and 5 against ( $20/5 = 4$ ) and Team 2 has 19 goals for and 6 against (3.12) - Therefore Team 1 would advance
- If still tied, the quickest time documented for the first goal recorded by each team in the tournament in their first game of the tournament shall finish higher
- If still tied, the team with the fewest penalty minutes shall finish higher
- If still tied, a coin toss will be utilized

### 13. PLAYOFF TIE BREAKING RULES:

- All playoff games must have a winner
- If tied after regulation play, there will be a straight 5 minute sudden victory overtime with four skaters + a goalie on the ice. If still tied, a 5 minute sudden death overtime will be repeated but with three skaters + a goalie on the ice until a winner is decided.
- During the overtime period if a penalty is called, the non-offending team will place an additional player on the ice to establish the man advantage. After the penalty time has expired, the player from the penalty box will join the play. At the next stoppage of play, the number of players on the ice will revert to the number applicable to the stage of overtime that the play is in.