U13 Frozen Face-Off Tournament Rules

A. This tournament is sanctioned by Hockey Alberta and follows Hockey Canada and Hockey Alberta rules governing minor hockey.

B. The Divisions will be divided into 2 pools of 4 teams. Teams will play a 3-game round robin. Teams earn two points for a win, one point for a tie, zero points for a loss. The top 2 teams from each pool will advance to semi-finals. The bottom two teams from each pool will advance to the consolation games.

C. Teams will be ranked by total points earned during pool play. Each team will play three pool-play games, playing each other team in its pool once. If two or more teams are tied in total points at the conclusion of pool play, the following procedures will determine their final standings and playoff seeding.

Two teams Tied

The following criteria will be applied in order until the tie is broken:

1. The winner of the pool-play game between the tied teams will be ranked higher.
2. The team with the most wins in all pool-play games will be ranked higher.
3. The team with the highest goals for percentage in all pool-play games will be ranked higher, calculated as **GF ÷ (GF + GA)**.
4. The team with the fewest goals against in all pool-play games will be ranked higher.
5. The team with the highest goal differential in all pool-play games, calculated as **GF − GA**, will be ranked higher.
6. The team with the most goals for in all pool-play games will be ranked higher.
7. If the teams remain tied, their positions will be determined by a coin toss conducted by the Tournament Committee.

Three or more teams tied

The following criteria will be applied in order:

1. Teams will be ranked by the most wins in pool-play games played **between the tied teams only**.
2. Teams still tied will be ranked by the highest goals for percentage in **all pool-play games**, calculated as **GF ÷ (GF + GA)**.
3. Teams still tied will be ranked by the fewest goals against in all pool-play games.
4. Teams still tied will be ranked by the highest goal differential in all pool-play games, calculated as **GF − GA**.
5. Teams still tied will be ranked by the most goals for in all pool-play games.
6. Any remaining tied positions will be determined by a random draw conducted by the Tournament Committee.

D. **Game duration**: All games will consist of a three (3) minute warmup followed by three (3) 15-minute stop time periods. There will be no floods between periods. If there is a six goal or more spread in the third period, there will be straight time. If the spread goes back to under five goals the game reverts back to stop time.

E. Teams are requested to be ready to go on the ice 15 minutes ahead of the scheduled game time. Teams will be penalized one (1) goal for every five (5) minutes of tardiness, to a maximum of three (3) goals. Lost time will be deducted from playing time.

F. All games with the exception of finals and semi-finals are to utilize the drop clock rule to ensure that the game is finished within the specified time frame. If there is five (5:00) minutes left in the ice session, after the first stoppage of play, the game clock shall be reset to two (2:00) minutes stop time. Teams will be advised of any adjustments. The tournament committee reserves the right to adjust the game start and ending times to account for any unforeseen delays. All decisions by the committee in this regard are final and not open to appeal.

G. **Overtime:**

There will be no overtime in pool play. In medal rounds, games tied at the end of regulation will be determined as follows:

1. Overtime is played to sudden victory. Teams may remove goalkeepers at any time.
2. Teams may change "on the fly" at any time. To commence overtime, each team will place five (5) 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 one (1) minute.
3. OVERTIME SHALL BE STOP TIME.
4. Overtime will be played in one (1) minute increments. At the end of one (1) minute, 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 minute 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 one 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.
5. No timeouts may be called by a Coach or player in overtime.

H. Penalties:

1. All major (5min), match and gross penalties will be subject to the minimum suspension guidelines set out by Hockey Alberta.
2. Penalties incurred in regulation time and not completely served in regulation time, shall carry over into the overtime period and will be completed in overtime unless the game is ended.
3. Time penalties incurred and unexpired which may leave a team short or 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.

I. The home team shall wear dark jerseys, the away team will wear their white jerseys

J. Each team will be allowed one (1) 30 second time-out per game.

K. The referee's decisions are final in all matters pertaining to rule interpretations, assessment of penalties and awarding of goals and assists.

L. Due to time limits, there will be NO stick or equipment measurements. Referees are empowered at their discretion to remove dangerous equipment from the game.

PROTESTS WILL NOT BE ALLOWED.