



Port Moody Amateur Hockey Association

Atom A Holiday Classic Tournament Rules - 2019

This is a regular season PCAHA sanctioned tournament. All games will be governed by BCAHA playing rules and PCAHA regulations with some exceptions as noted.

Three Pool Games:

Each team will play three pool games. They will have a three (3) minute warm up, followed by three fifteen (15) minute stop time periods. A one (1) minute break will be added between periods. One hour and fifteen minutes will be allotted for each game. If there isn't enough time for a full fifteen (15) minute third period, the time will be adjusted by the timekeeper to approximately half of the remaining time. The game time remaining will be maximized as much as possible (the "Pool Game Format").

Points for First Three Pool Games:

Point Allocation:

Each round-robin game is worth 5 points:

- Period win – 1 point
- Period tie – 1/2 point each
- Game win – 2 points
- Game tie – 1 point each

Tie Breaking After All Teams Have Played Three Pool Games:

If teams are tied in points at the end of the Three Pool Games, the following tiebreakers, in order, will decide final positions:

- 1) If 2 teams are tied:
 - a. Head to Head Competition
 - b. Most Wins
 - c. Best Goal Differential - Goals For (GF) – Goals Against (GA)
 - d. Best Goal Ratio - Goal Ratio is calculated using the formula $(1+GF)/(1+GA)$
 - e. Least Penalty Minutes
 - f. Coin Toss

- 2) If 3 or more teams are tied:
 - a. Most Wins

- b. Best Goal Differential - Goals For (GF) – Goals Against (GA)
- c. Best Goal Ratio - Goal Ratio is calculated using the formula $(1+GF)/(1+GA)$
- d. Least Penalty Minutes
- e. Coin Toss

If after any of the tiebreaker rules for 3 or more teams are applied leaving only 2 teams still tied, then the tiebreaking procedure will revert to 1) for the case of 2 teams tied.

Playoff Pool Games:

Semi-final games and the 5th place Red versus 5th place Black A pool game will follow the Pool Game Format. Semi-Final games, tied after regulation, will be decided by the Overtime rule below.

The Gold and Bronze games will have a one hour and thirty minute time slot. This will allow a five (5) minute warm up, followed by three fifteen (15) minute stop time periods. A one (1) minute break will be added between periods. Games ending in a tie after regulation time will be settled in accordance with the Overtime rule below.

Overtime:

Overtime will be played to decide ties in Playoff Pool games. The first team to score a goal will win. There will be a one (1) minute rest between the third period and overtime with players remaining at their benches. Teams do not change ends during overtime. Teams will play a five (5) minute stop time period (* if the tournament is running behind schedule this may be revised to five (5) minute runtime) with 3 on 3 format (3 skaters and a goalie). If there is a penalty called during 3 on 3 play, the teams will play 4 on 3. Minor penalties will be two (2) minutes in duration in event of stop time and three (3) minutes in duration in event of runtime. If a second penalty is called the teams will play 5 on 3. After all the penalties are over, 3 on 3 play will resume on the first play stoppage.

If teams are still tied at the end of 3 on 3 play, a sudden death shootout* will commence. The team that scores the most goals out of three shooters will be declared the winner of the game. If each team has the same number of goals after the three shooters, then it will be a sudden death situation. No player can shoot twice unless the entire roster has shot (excluding goalies).

**Coaches will fill out and hand in their first 3 shooters list to the referee and scorekeeper prior to the shootout. Additional shooters thereafter will be given to the referee and scorekeeper as required.*

The visiting team will shoot first.

Mercy Rule:

The mercy rule will be in effect as follows: if the goal spread between competing teams reaches 6, running time commences until such time as the spread is reduced to 5 at which stop time will recommence. Running time minor penalties will be three (3) minutes in duration.

Penalties Overview:

- No player may be rostered on more than one team.
- No over age players are permitted.
- Players who are assessed a Game Misconduct penalty in the last ten minutes of a game will be suspended for a minimum of one additional game.
- Players or coaches receiving a Gross Misconduct, Match Penalty or Fighting Penalty shall be suspended from the tournament.
- Referees are instructed to have zero tolerance for Checking from Behind and Fighting.

A Fighting penalty assessed at any time during the game or a Checking from Behind penalty assessed in the third period of a game will automatically include an additional next game suspension.

- There is zero tolerance for “Abuse of Officials”. Offenders will be ejected from the game. The referees have the discretion to eject any coach or player from the game and do not need to give a warning. Any unsportsmanlike behavior will not be tolerated. Players, team officials or spectators who behave in an unsportsmanlike manner anywhere in the arena or recreation centre property will be ejected and barred from further entry. Managers and coaches shall instruct players and parents to understand and promote the spirit of the tournament.
- The 'Last change for home team' rule is not in effect.
- When the referee raises his/her hand no more players can change.
- Each team is allowed one 30 second time out per game. No time outs will be allowed in overtime or shoot-out situations.

Tournament Format: Group Round Robin

There are 14 teams split into a 10 team A Pool and a 4 team B Pool.

The A Pool

The A pool consists of 10 teams and these will be split into two equal pools: the Red Pool and the Black Pool.

Teams will play 3 games in the round robin portion of the tournament.

After the round robin the teams are ranked within their pool (Red Pool or the Black Pool) based on points awarded and any applicable tie breakers.

Tier 1 A Pool Semi Finals will consist of the top two teams from the Red Pool playing the top two teams from the Black Pool in a 1vs2 / 2vs1 crossover game. The winners of the Tier 1 A Pool Semi-Final games will play for the Gold and the Silver medals and the losing teams from the Tier 1 A Pool Semi-Finals will play for the Bronze medal.

Tier 2 A Pool Semi Finals will consist of the 3rd and 4th place teams in the Red Pool playing the 3rd and 4th place teams in the Black Pool in a 3vs4 / 4vs3 crossover game. The winners of the

Tier 2 A Pool Semi-Final games will play for the Gold and the Silver medals and the losing teams from the Tier 2 A Pool Semi-Finals will play for the Bronze medal.

The fifth-place teams in the Red Pool and Black Pool will play each other in a 5vs5 game for 9th place.

The B Pool

The B Pool consists of 4 teams. Each team will play 3 round robin games and then they will be seeded 1 through 4 for the Pool B Semi Finals. For the Semi-Finals, the team finishing 1st after the round robin will play the 4th place team. The 2nd place team will play the 3rd place team. The winners of the Semi-Final games will play for the Gold and the Silver medals and the losing teams from the Semi-Finals will play for the Bronze medal.

Important Notes for Team Officials:

- All teams are required to bring both their light and dark jerseys to all games. Home teams will wear their light coloured jerseys and the away team will wear their dark coloured jerseys. Team manager shall report to the tournament office a minimum of 45 minutes prior to game time, for any roster adjustments and to sign the game sheet.
- After each game, teams will shake hands and line up on the blue line.
- Each game will have one MVP awarded to each team. At the conclusion of each game the coach will choose an MVP from his team. No player can be chosen twice within the round robin play.
- Referees will hand out the MVP awards to the chosen players.
- There is zero tolerance for writing on dressing room walls or floors or any other instances of graffiti on City of Port Moody property. Anyone caught doing so will be subject to disciplinary action up to and including monetary fines and suspension from the tournament.
- Teams may not declare a forfeit for any tournament games that a team is designated to play. Any team failing to take the ice within 15 minutes of a scheduled game time will be reported to the PCAHA Managing Director and may be subject to disciplinary action in accordance with the PCAHA Rules and Regulations. Such action may include fines and suspensions.
- Players are not to go on the ice for warm up until officials are on the ice.

Protests:

Protest must be submitted in writing and presented to the Tournament office within 1 hour after the end of the game.

A ruling will be made by the Tournament Committee as soon as reasonably possible and their decision is final. Absolutely no appeals will be accepted.

It should be noted that a Referee's decision is based on judgment; therefore, it is final and may not be protested except in accordance with Hockey Canada, BC Hockey and PCAHA rules.

Final Word:

The PMAHA Atom Tournament committee will strive to make this a fun and enjoyable tournament for all.

Please respect our Spectator code of conduct.