

U11, U13 and U15 BOH Tournament Rules

Roster and Affiliation:

Standard HNS regulations and rules around Affiliation apply.

Affiliates can only be used to replace a player who is sick, injured, suspended or away, and cannot be used to increase the team's roster size for the tournament relative to its regular roster during the season.

Affiliates must come from a lower division/category. U15C must draw from U13C. U13C must draw from U11C. U11C teams should contact the tournament organizers if they need to bring on affiliate players to discuss.

Change Room Supervision/Condition

Teams are required to maintain 2-deep coverage in their change rooms while players are present (for both gendered change rooms if applicable for each team).

While rink staff will be conducting cleaning over the course of the tournament, all teams/coaches/managers are asked to take responsibility to help ensure change rooms are left in good condition after use.

Round Robin Scoring and Tie-Breakers

The tournament is organized in a modified round-robin format with 2 groups in each age division. The results of the round-robin tournament will be determined as follows:

- Wins are worth 2 points;
- Ties are worth 1 point;
- Losses are worth 0 points.

In the event of a tie in total points after the round robin, the placement will be determined based on the following order until all ties are resolved IAW Hockey Nova Scotia Regulations:

- Winner of head-to-head game played between tied teams;
- The team with the most wins in the round robin play gains higher position;
- Based on the highest ratio of (goals scored by the team) / (goals scored by the team + goals scored against the team) for all round robin games;
- Team with least amount of penalty minutes throughout all round robin games;
- If still tied, a coin toss will determine which team gains the higher position.

Game Format:

All games will consist of 3 x 12 minute stop time periods.

All divisions will have ice floods between games.

Teams are expected to be ready to go on the ice up to 20 minutes prior to their scheduled ice time.

Teams will get a two (2) minute warm-up before each game.

Teams are permitted one (1) 30 second time-out within the game.

If there is a goal differential of six (6) or more goals after the 2nd period or at any point in the 3rd period, the clock will transition to run-time for the 3rd period. It will remain as run-time for the remainder of the game even if the goal differential becomes less than five points.

Penalties that would normally be 2 minutes during stop-time will be assessed as 3 minutes if they occur during run-time.

For semi-final games, a tie after regulation time will result in a three (3) player shootout. The team who scored first in the game will choose who shoots first for the shootout (or in the case of a 0-0 tie the team occupying the home bench will shoot first). If still tied at the end of the shootout, teams will go shot for shot in a sudden death shootout. No player can shoot a second time until all players have shot once. No player in the penalty box at the end of regulation time can participate in the shootout.

For the finals, a tie at the end of regulation time will result in a 5-minute, run-time, sudden death overtime period in a 4 vs. 4 format. Any penalty(ies) on the clock at the end of regulation time will continue into the overtime period (with the non-offending team having a 4:3 advantage for the duration of the penalty(ies)). If the finals are still tied after the overtime period, it will transition to a shootout with the same rules noted above.

After each game, teams will line up on their respective blue lines for MVP awards. The coach of each team will select 1 player from their own team to receive the award after completion of the game.

Medals will be given only in the finals for each division.

Locations:

Windsor (West Hants Sports Complex) 16 Centennial Dr, Windsor, NS B0N 2T0
Newport (Newport & District Rink): 1221 NS-215, Newport, NS B0N 2A0