Bluenose Tournament Rules

Canadian Hockey Association (C.H.A.) rules for Minor Hockey will govern the conduct and play of all tournament games. Tournament by-law rules shall be in addition to the Hockey Nova Scotia and Canadian Hockey Association Rules.

1. Any coach or manager, who in the opinion of the tournament committee, displays poor sportsmanship or is a bad example, shall be suspended from the tournament. Any team that, in the opinion of the Tournament Committee, deliberately loses a game in an effort to exploit the tie breaking formula will be expelled from the tournament and the opposing team will be awarded the game by a score of 5-0.
2. The Tournament Committee will entertain NO PROTESTS.
3. Each coach and/or manager shall be held responsible for the conduct of his/her team while in the arena, dressings rooms and on the ice.
4. For all tournament games, the coach/manager shall have his/her team in the arena minimum of 45 minutes prior to the scheduled game time. If the tournament is running ahead of schedule, the starting time of any game may be advanced at the discretion of the Tournament Committee.
5. Each team is required to vacate the dressing room a maximum of 20 minutes after their game has ended.
6. All teams must dress a minimum of 10 players, including the goaltender(s) for each tournament game, unless permission to do otherwise has been granted by the tournament committee.
7. Failure to ice a team for any scheduled game will result in a default by the score of 5-0.
8. Proof of age for any player participating in the tournament must be available upon request for review and verification by the tournament committee.
9. All teams are guaranteed a minimum of three round robin games.
10. During the round robin portion of the tournament, each team will receive 2 points for a win, 1 point for a tie, and zero points for a loss.
11. There will be a 3-minute warm up for each tournament game, as posted on the game clock, immediately following the closure of the Zamboni doors.
12. Games will consist of 2-Twelve Minute and 1-Fifteen-minute stopped time periods.
13. One Time Out will be allowed in Crossover and Championship Games.
14. If a five-goal differential is reached at any time during the game, including crossover and championship games “Straight time” will be implemented for the remainder of the game. Straight time will remain in effect even if the team trailing by five goals scores to reduce the goal differential.
15. There will be no body checking permitted in any level of U11 or U13 divisions.
16. Home Team will wear **WHITE** Jerseys & Away Team will wear **DARK** Jerseys.
17. The Nova Scotia Minor Hockey Council “Code of Discipline” will be enforced at the tournament. All suspensions will be reported to the Nova Scotia Minor Hockey Council Secretary Manager within 24 hours of the infraction by the tournament chair or his/her designate.
18. Coaches are responsible to verify length and severity of all suspensions with their Regional Director.
19. Coaches are responsible to ensure that any suspended player or team official does not participate in the tournament during the period of his/her suspension.
20. If a player or team official does participate in any tournament game while under suspension, their team will forfeit the game by a score of 5-0 and the violating team will be suspended from the tournament.
21. Tie breaking formulas, if necessary, to determine participants and placements in championship games immediately following the round robin portion of the tournament shall be as follows:

**Two Teams Tied**

1. If two teams are tied in points, the winner of the game between them is awarded the higher standing.
2. If two teams are tied in points and the game between the two ended in a tie, or the two teams have not played each other during the round robin portion of the tournament, the higher standing will be determined based on ratio of goals for to goals for & goals against (goals for divided by goals for & goals against) calculated to three decimal places. The higher standing will be awarded to the team with the higher ratio.
3. If the two teams are still tied, the higher standing will be awarded to the team scoring the most goals in the round robin portion of the tournament.
4. If the two teams are still tied, the higher standing will be awarded to the team accumulating the fewest penalty minutes in the round robin portion of the tournament.
5. If the two teams are still tied, the higher standing will be determined by a coin toss.

**Three or more teams tied up**

1. If three or more teams are tied in points, the higher standing will be determined based on the ratio of goals for to goals for & goals against (goals for divided by goals for & goals against) calculated to the three decimal places. The team with the higher ratio will be awarded the higher standing. The second highest team gets second place. Etc.
2. If the teams are still tied, the higher standing will be awarded to the teams scoring the most goals in the round robin portion of the tournament. If all teams tied have played each other during round robin play only the games against each other will be used in this calculation. The second highest goals would get the next highest standing etc.
3. If the teams are still tied, the higher standing will be awarded to the team accumulating the fewest penalty minutes in the round robin portion of the tournament.
4. If the teams are still tied, the higher standings will be determined by drawing a number from a hat.
5. If at any time when breaking a tie with three or more teams two teams remain tied, the above tie breaking rules for two teams will be followed.
6. If a crossover/championship game is tied at the end of regulation time, the following tie breaking format will be used.
7. 5 minute stop time, 3 vs. 3, Sudden Death.
8. Shootout: Any Championship game tied after the 3 Vs. 3 Overtime Period will be decided by a shootout. 5 players from each team will participate in the shootout. The team with the most goals after 5 shooters wins the game. If the game is still tied after 5 shooters then sudden victory will commence. **Any** player can shoot in sudden victory. The Home Team will shoot first.
9. Determining home teams for championship games.

The following procedure will be used in determining home teams for championship games:

1. The team who has accumulated the most points.
2. Head to head if the teams have played each other.
3. The team with the best goals for/goals for & against ratio for all games played including playoff games.
4. The team with highest differential for all games played including playoff games.
5. The team with the most goals for in all games played including playoff games.
6. The team with the least amount of penalty minutes in all games played including playoff games.
7. Coin toss

***The tournament committee will decide any situation not covered by these rules and all decisions will be final.***