**Apple Capitol Classic Hockey Tournament**

**Berwick and District Athletic Association**

**Rules of Play**

**U15C and U18C**

**Revised January 15th 2025**

All teams require a travel permit. Travel permits must be handed over to the tournament committee prior to the team playing their first game.

1. All teams must submit an official Hockey Canada Roster to the tournament committee before they take the ice. Any affiliate players must be listed on the official roster as such.
2. Coaches and managers are responsible for the conduct of his/her team while in the arena, dressing rooms, and on the ice. Dressing rooms will be checked following games and any mess or damage will be the responsibility of the last team to use the dressing room. No Exceptions.
3. For all tournament games, the coach/manager shall have his/her team in the arena a minimum of forty-five (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 a maximum of thirty (30) minutes at the discretion of the Tournament Committee
4. Each team must vacate the dressing room within twenty (20) minutes of the end of their game. Dressing room keys are to be picked up at the front desk by a team official and dropped off following the game.
5. All teams must dress nine (9) skaters and one (1) goaltender for each game unless given special permission by the tournament committee.
6. Failure to ice a team OR failure to show up for any scheduled game will result in a default (forfeit) by a score of 5 to 0.
7. Any coach or manager who displays poor sportsmanship or shows a bad example (in the opinion of the tournament committee) shall be suspended from the tournament.
8. No protests will be entertained by the tournament committee.
9. Proof of age for any player participating in the tournament must be available up request for review and verification by the tournament committee
10. There are no time outs permitted in the round robin. Teams participating in the playoff and championship games will be permitted a single thirty (30) second timeout
11. All players and bench officials must shake hands after the game.
12. All teams are guaranteed three (3) games
13. During the round robin portion of the tournament there will be no ties. Any game ending in a tie will proceed immediately to a shootout. See “Rules for round robin shootout” below for more details.
14. For all round robin games, a regulation win is worth three (3) points, a shootout win is worth two (2) points, a shootout loss is worth one (1) point and a regulation loss is worth zero (0) points.
15. There will be a two (2) minute warm up for each game
16. For all tournament games, all three (3) periods will be twelve (12) minutes stopped time. If there is a goal differential of five (5) goals or more than the clock will not be stopped during the third period. If the goal differential becomes less than five (5) goals the game will continue as straight time.
17. Minor penalties will be two (2) minutes in duration during stopped time and three (3) minutes in duration during straight time. Due to the operation of the clock, time will be stopped to add penalties to the clock during run time. The clock will remain running once the puck is dropped and the penalty has commenced.
18. If a player receives three (3) minor penalties in a single game, he/she will be ejected for the remainder of that game. A double minor will only count as one (1) penalty in this situation. Players receiving ejections are still eligible to play in other tournament games. A player receiving two (2) ejections will be ejected from the tournament. This will not affect an offending player’s ability to play outside the confines of the tournament.
19. There is no body checking
20. The Nova Scotia Minor Hockey Council “Code of Discipline” will be enforced at the Tournament. Coaches are responsible to verify length and severity of all suspensions with their regional director. Coaches are responsible to ensure that any suspended player or team official does not participate in the tournament during his/her suspension period.
21. If a player or team official participates in any tournament game while under suspension, their team will forfeit all games by a score of 5 to 0 and the team will be ejected from the tournament.
22. Player of the game awards will be handed out to both teams. Following a game both teams will line up on their respective blue lines for the award ceremony.
23. Team officials will select one (1) player of the game from his/her own team.
24. All scheduled games (scores) and standings will be updated in real time on the tournament website and tournament Facebook page.
25. Times for quarter final games may change to avoid teams playing back to back games. This will only be done if necessary.
26. There will be a break of at least 45 minutes between the end of the second semi final and start of the Championship Game so the winner of the second semi final is not playing immediately after their semi final game.

**Rules for Round Robin Shootout**

* The team with the fewest penalty minutes in the game will have the option of deciding who shoots first. Game misconducts will be considered a twenty (20) minute penalty in this situation.
* Teams will select three (3) shooters each for the shootout
* Teams will alternate shots until all six (6) players have shot.
* The team with the most goals will be declared the winner
* If still tied after six (6) shooters, teams will alternate shooters until one skater scores and the other does not (sudden death format)
* In sudden death teams may use the same shooter as many times as they wish.

**Tie Breaking**

*Two Teams Tied*

1. If two (2) teams are tied in points, the winner of the game between them is awarded the higher standing
2. If two (2) teams are tied in points and they did not face each other in the round robin, the higher standing will be determined by goals for minus goals against.
3. If the two (2) teams are still tied, the higher standing will be awarded to the team who scored the most goals during the round robin portion
4. If the two (2) teams are still tied, the higher standing will be awarded to the team who accumulated the fewest penalty minutes in the round robin portion of the tournament
5. If the two (2) teams are still tied, the higher standing will be determined by a coin toss.

*Three Teams or more Tied*

\*\* If at any point, only two teams are still tied, the two teams will immediately follow the tie-breaking formulas as described in the previous section under Two Teams Tied

1. If three or more teams are tied in points, the higher standing will be determined by goals for minus goals against. The team with the highest differential will be awarded highest standing; second best differential receives the second highest standing etc.
2. If teams are still tied, the higher standing will be determined by the team scoring the most goals in the round robin portion of the tournament. Second highest standing goes to the team scoring the second most goals in the round robin portion etc.
3. If teams are still tied, the higher standing will be awarded to the team who has accumulated the fewest penalty minutes in the round robin portion of the tournament.
4. If the teams are still tied, repeat step 1 but it only applies for games between the tied teams and not the entire round robin portion.
5. If teams remain tied after repeating steps 1 to 3 and only applying against the tied teams, the higher standing will be determined by a random drawing performed by the tournament chair.

**Tie Breaker for Playoff and Championship Games**

If a playoff or championship game is tied at the end of regulation time, the following tie breaker format will be used

A single 5 minute stopped time, 3 vs 3, sudden death period.

If a penalty is assessed during 3 vs 3, than the OT format will switch to 4vs3 with the penalized team having 3 players on the ice. When the penalty expires, the penalized player will return to the ice and the format will be 4 vs 4 until the next stoppage of play at which time the format will once again be 3 vs 3.

If no winner has been determined by the overtime period, a shootout will take place, using three (3) shooters from each team. The home team will have the option to pick who shoots first.

Each of the shooters will alternate shots on the opposing goalie until each of the six (6) selected shooters has had their turn. The team scoring the most goals will be declared the winner.

Any player serving a penalty that did not expire before the end of the overtime period is ineligible for the shootout.

If still tied, one skater from each team will take a shot. This continues until one skater scores and the other does not. Penalized players are now eligible to shoot. In sudden death, teams may use the same shooter as many times as they wish.

*Determining the Home team for Crossover and Championship games*

The following procedure will be used to determine the home team for the crossover and championship games.

1. The team who has accumulated the most points in the round robin portion
2. The team with the highest goal differential in **all** games
3. The team with the most goals for in **all** games
4. The team with the least amount of penalty minutes in **all** games
5. Coin toss