

2024 Gary L Wentzell Tournament Rules

1. All teams require a written travel permit. It is recommended that you bring a copy of your travel permit with you.
2. Only those listed on the game report are permitted in the bench area. All teams should have an official and approved Hockey Canada roster from their provincial branch.
3. Each coach and / or manager shall be held responsible for the conduct of his / her team while in the arena, dressing rooms and on the ice.
4. 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.
5. Each team is required to vacate the dressing room within 20 minutes after their game has ended. 6. All teams must dress a minimum of ten (10) players, including 1 goaltender, for each Tournament game unless permission to do otherwise has been granted by the Tournament Committee. 7. Failure to ice a team OR failure to show up for any scheduled game will result in a default by the score of 5 - 0. Coaches / managers are encouraged to confirm all game times / locations as posted. This includes all Crossover and Championship games.
8. Any overage players must be approved on the teams Hockey Canada team roster 9. Any player, 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 which, in the opinion of the Tournament Committee, deliberately affects the outcome of a game in an effort to exploit the tie breaking formulae, will be expelled from the Tournament and the opposing team will be awarded the game by a score of 5 - 0.
10. NO PROTESTS will be entertained by the Tournament Committee.
11. Proof of age for any player participating in the Tournament must be available upon request for review and verification by the Tournament Committee.
12. NO TIME OUTS are permitted during round robin games. During Semi-final & finals, 1 (one) thirty second time-out shall be permitted during the game, if requested.
13. Ice surfaces will be cleaned every 2nd period (either between 1st and 2nd period or between 2nd and 3rd period)

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All teams are guaranteed a minimum of three (3) games.

- a) In THREE team division: Round robin play 1v2, 2v3, 3v1. The top team will get a bye to the finals; 2nd place overall will play 3rd overall in a semi-final. Winner advances to final.
- b) In FOUR team division: Round robin play against all teams in the division. Top 2 teams after round robin advance to the final.
- c) In FIVE team division: Round robin against 3 randomly decided teams in the division. The hosting team may need to play a 4th round robin game which will count for their opponent only. Top 2 teams after round robin will advance to the final
- d) In SIX team division: The teams will be divided into two pools of three. Each team in a pool will play against all teams in the opposite pool one time for round robin. The top 2 teams in each pool will advance to playoffs (1 vs 2 in same pool for the semi-finals), and winners of the semi-finals proceed to the final.
- e) In EIGHT team division: Teams will be divided into two pools of four. Each pool will play against all teams within their own pool for round robin. At the end of round robin, the top 4 teams (top 2 in each pool) will advance to play offs (crossover 1v2/2v1), with winners of the semi-finals proceeding to the final.

During the round robin portion of the Tournament, each team will receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.

There will be a three (3) minute warm-up for each Tournament game, as posted on the game clock, immediately following the closure of the Zamboni doors.

All games (round robin or playoffs) will consist of three (3) fifteen (15) minute stopped time periods.

If, for any reason, the Tournament is running behind schedule, Tournament Officials reserve the option to implement "straight time" at any time during any game, including playoff games.

If a five-goal differential is reached at any time during the third period of any game, including playoff games, "straight time" will be implemented for the remainder of the game. If the goal differential becomes less than 5, stop time will be again implemented. If a five-goal differential occurs a 2nd time, straight time will resume and remain in effect for the remainder of the game, even if the team trailing by five goals scores to reduce the goal differential. The clock can be stopped by the referee (at his / her discretion) due to injury, intentional delay of game, etc. Minor penalties during "straight time" will be posted as 3 minutes and will start at the drop of the puck.

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Tie Breaking

Tie-breaking formulas, if necessary, to determine participants and placement in playoff games immediately following the round robin portion of the Tournament shall be as follows:

Two Teams Tied

If two teams are tied in points, the winner of the game between them is awarded the higher standing.

1. 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 the ratio of goals for to goals against, (goals for divided by goals against), calculated to three (3) decimal places. The higher standing will be awarded to the team with the higher ratio.
2. If the two teams are still tied, the higher standing will be determined by goal differential, (goals for minus goals against). The higher standing will be awarded to the team with the higher differential.
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

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 against, (goals for divided by goals against), calculated to three (3) decimal places. In calculating this ratio, only the records of the tied teams in games against each other shall be considered. The team with the higher ratio will be awarded the higher standing. The second highest ratio gets second place, etc.
2. If the teams are still tied, the higher standing will be determined by goal differential, (goals for minus goals against). In calculating this differential, only the records of the tied teams in games against each other shall be considered. The higher standing will be awarded to the team with the higher differential. The second highest differential would get the next highest standing, etc.
3. If the 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. In calculating this total, only the records of the tied teams in games against each other shall be considered. The second highest goals for would get the next highest standing, etc.
4. If the teams are still tied, repeat steps 1 through 3, including the games against all teams in the division.

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Tie-Breaking Format - Playoff Games

1. If a Playoff Game is tied at the end of regulation time, the following tie breaking format will be used (goaltenders to remain in same end as third period for the duration of the overtime periods):
 - a. 5 minute stopped time, 4 vs 4, sudden death.
 - b. 5 minute stopped time, 3 vs 3, sudden death.
 - c. If a penalty is assessed during the 3 vs 3 portion of the overtime, a player is added from the non-penalized team until the penalty expires and the next stoppage of play occurs. The penalized player returns to the ice when their penalty expires. At the next stoppage of play, players are removed from the ice as dictated by the overtime format.
 - d. At no time will any team play with less than three skaters during the overtime. If a team is assessed a penalty that would leave the team with less than three skaters, the penalized skater would serve his penalty, and the opposing team will add a skater, up to a maximum of five skaters. The penalized player returns to the ice when their penalty expires. At the next stoppage of play, players are removed from the ice as dictated by the overtime format.
2. If no winner has been determined after the two periods of overtime, a shootout will take place, using one goalie and three (3) shooters from each team. Each of the shooters will take alternate shots on the opposing goalie until each of the six (6) shooters has had their turn. The team that scores the most goals will be declared the winner. If a player is serving a penalty that has not yet expired by the end of overtime, this player will not be allowed to be one of the first 3 shooters.
 - a. 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.
 - b. No player may take a second shot until all skaters on a team have taken a shot. Order of shooters may be changed for the second round.

DETERMINING HOME TEAMS FOR PLAYOFFS

The following procedure will be used in determining the home team for playoff games.

- a. The team who has accumulated the most points.
- b. The team with the best goals for/goals against ratio for all games played including playoff games.
- c. The team with the highest differential for all games played including playoff games.
- d. The team with the most goals for in all games played including playoff games.
- e. The team with the least amount of penalty minutes in all games played including playoff games.
- f. Coin toss.

DISCIPLINE

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 Suspension Coordinator within twenty four (24) hours of the infraction by the Tournament Chair or his / her designate.

1. COACHES are responsible to verify length and severity of all suspensions with their Regional Director.
2. 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.
3. 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.