Birthplace of Hockey 2026
TOURNAMENT RULES

- **No delay in games because of late arrival. We ask that all teams be in the arena and prepared to play 20 minutes prior to game time in case of an early start due to being ahead in the schedule.**
- **Home teams will wear white or light-colored jerseys and visitors will wear dark colored jerseys.**
- **All teams are permitted ~~one~~ 30 second time-out per game.**
- **The coaching staff and manager of each team shall be responsible for the actions of their team in the dressing room, in the arena and off the ice.**
- **A team that does not show up for a game on time will default that game by a score of 5-0. Tournament committee will decide how the point system will work in this situation. Some options will be; award the winning team 5 points, allow every team to take their top two games and add the sum of those points**
- **All games will consist of three 15-minute stop time periods with a flood after the 5 minute warm up and at the end of the second period.**
- **MERCY RULE: If there is a spread of FIVE (5) goals at any time in the 3rd period, the clock will run STRAIGHT TIME. If the goal spread becomes FOUR (4) OR LESS, then revert back to STOP TIME on ONE (1) occasion.**
- **There will be a 5 minute warm-up before each game.**
- **Teams will be awarded points in the following manner for each game:**
    - **2 points for a win**
    - **1 point for a tie**
    - **1 point for each period won**
    - **0.5 point for each period tied**

    *** Maximum of 5 points between both teams per game ***

- **Top team from each division based on total points will advance to the crossovers, with one Wild Card Team. Teams will be ranked (1,2,3,4) based on point totals accumulated in their first 3 games. The Wild Card Team will be awarded as the team with the most points that have not won their division. Home team for the championship game will be decided by the team with the most points.**

If teams are tied on points, ties will be broken as follows:

Two Team Tie Breaker

.Refer to the game played between the teams – the team that won the game will be awarded 1st place. If still tied,

i. Win/Tie/Loss Record. The team with the best record will advance. For example a team with 2 wins & 1 tie will advance over a team with the same points that have a record of 2 wins & 1 loss. If still tied,

ii. Goal Differential. There will be a maximum of a 6 goal spread that will be considered when using the goal differential tie breaker. For example, if a team wins by a score of 10 – 1 in the round robin, the 'goal differential' ruling of this game will be considered to be won by a score of 7 – 1.(a 6 goal margin) The formula used will be Goals For (GF) subtracted by Goals Against (GA). GF - GA. The team with the best goal differential will advance. If still tied –

iii. The team with the least goals against will be awarded 1st place. If still tied –

iv. The team with the least penalty minutes will be awarded 1st place. If still tied –

v. Refer to the game played between the two teams. Team that scored the first goal will be awarded 1st place. If still tied –

vi. In the event that two teams are still tied, then a coin toss will determine 1st place due to lack of available ice time.

If three teams or more are tied

- **Once the ruling goes to the three team tie breaker, the ruling will not revert back to the two team ruling at any time. All three team positioning will be based on the rulings below!**
- **Once the 1st place team has been decided, that same ruling can decide the 2nd and 3rd place teams as well. If still tied the two remaining teams will move onto the next ruling**

.Win/Tie/Loss Record. The team with the best record will advance. For example a team with 2 wins & 1 tie will advance over teams with the same points that have a record of 2 wins & 1 loss or a team with 3 ties) If still tied,

i. Goal Differential. There will be a maximum of a 6 goal spread that will be considered when using the goal differential tie breaker. For example, if a team wins by a score of 10 – 1 in the round robin the 'goal differential' ruling of this game will be considered to be won by a score of 7 – 1.(a 6 goal margin) The formula used will be Goals For (GF) subtracted by Goals Against (GA). GF - GA. The team with the best goal differential will advance. All three teams will be ranked first, second & third by goal differential! If still tied –

ii. The team with the least goals against will be awarded 1st place. If still tied –

iii. The team with the least penalty minutes will be awarded 1st place. If still tied –

iv. The team that scored the first goal in their opening game of the tournament will be awarded 1st place. If still tied –

v. **In the event that three teams are still tied, then a coin toss will determine 1st place due to lack of available ice time.**

- **Semi-final games & the final game will be sudden death overtime if tied after regulation play.**
    - **4 on 4 overtime for 5 minutes running time, then 3 on 3 for 5 minutes.**
    - **If the game is still tied, another 5 minutes will be put on the clock and 3 on 3 play will continue.**
    - **During overtime, all play will be running time.**
    - **Line changes can only occur during play (MUST CHANGE ON THE FLY)**
    - **Penalties during overtime are 3:00 minutes induration.**
    - **If, because of penalties, one team cannot ice two players, the other team will add a player until the penalty has been served.**
    - **If the game is still tied, a penalty shoot-out will be used to decide the winner. Each team will choose (3) players to decide a winner. If still tied after these three shooters, teams will choose one player that has not already shot to shoot in a sudden death shoot-out. Teams must use all players before a player who has already shot is chosen again.**

- **No protest will be entertained. School Sport Nova Scotia Rules will be observed and tournament rules will be in addition to these.**

- **Any coach or team official who, in the opinion of the tournament committee, displays poor sportsmanship or a bad example shall be suspended from the tournament.**

- **The coach and team will vacate the dressing room 20 minutes after the game and leave it in a clean state. If a problem exists with a team not keeping a dressing room clean, an invitation to attend will not be extended next year.**

- **Hybrid Icings will be in effect as well as no change icing. Hybrid Icings will mean that if the attacking team is able to reach the puck first then icing will be waved off. The linesman will determine who can reach the puck first by seeing who reaches the hash mark or face off spot first, if it is a tie or close, they will always give the call to the defending team to avoid any unnecessary collisions**

- **No-Change Icing Rule: is in effect prohibits a team from substituting players after they commit an icing violation. The offending team cannot make a line change until after the subsequent face-off, with exceptions for injuries, penalties being called on either team, or a goaltender being replaced by an extra attacker.**