



## ATLANTIC CHAMPIONSHIPS

The following document applies to all Atlantic Hockey Championships:

- Pee Wee AAA Male
- Bantam AAA Female
- Bantam AAA Male
- Midget AAA Female
- Major Midget Male

### RULES & REGULATIONS

1. In the Midget divisions each team may have a maximum of twenty (20) players, two (2) of whom must be goaltenders. In Peewee and Bantam, teams may have a maximum of nineteen (19) players, two (2) of whom must be goaltenders.

Each team is permitted a maximum of five (5) non-playing personnel: namely, Manager, Coach, two (2) Assistant Coaches and Trainer. In addition each team will have a Branch/Provincial Representative.

Once the championship commences, this player roster is frozen and further additions will not be granted.

**NOTE:** No roster changes will be permitted once the final roster has been signed off by participating teams and Branch representative and submitted at the Tournament Directorate Meeting.

As per Hockey Canada Regulation E.1, each team must have a **minimum of (15) players**, 2 of whom must be goaltenders by **February 10**. Any player who is listed on the declared team roster for a team which is participating in a national or regional championship will not be allowed to be on the declared team roster of any affiliated team which is participating in another national or regional championship being played concurrently. (excluding Bantam AAA Female Championships).

2. To participate in an Atlantic Championship (exception: the Host Community Team), a team must compete in Branch/Provincial Playdowns and be declared Branch/Provincial Champion.

The team shall be composed of players meeting the residential qualifications contained in the Hockey Canada Regulations and shall be a team qualifying for Branch/Provincial playoffs. The team shall not be an all-star team drawn from one or more teams or leagues in a city, town, police village, rural area or a zone that has been established by the Branch/Province or from any special inter-Branch/Provincial transfers.

The team is not required to play in a league, but must be formed by January 10, as per Hockey Canada regulations. Teams can use affiliate players to get to the maximum number of players if such affiliation is approved by the Branch/Province and the affiliation complies with Regulation E. Affiliate players must be from a lower division or category.

### **Midget AAA Female**

In order to participate in the **Female Midget AAA Atlantic's** a player must satisfy Hockey Canada Regulation F.28.1, which states:

Notwithstanding Regulation F.28, any female Midget player, including affiliate players, must have played a minimum of 50% of her registered Hockey Canada team's total league games to be eligible to participate in League, Regional and National playoffs leading to the ESSO Cup. If the player's registered Hockey Canada team does not play in a league, the player must play in a minimum 50% of her team's exhibition and tournament games. Where a player is unable to participate in 50% of her team's games due to illness or injury, her eligibility under this Regulation will be determined by the Branch or, in the case of Inter-Branch competition, the President of Hockey Canada, following receipt of appropriate medical documentation.

3. Each team roster list must be approved and verified by the Branch/Provincial Executive Director. Each team must be prepared to present its players' Hockey Canada proof of registration for inspection by the Chair of the Tournament Directorate at the championship prior to participation in the championship.
4. Each team may have twenty (20) players (Midget) or nineteen (19) players (Peewee / Bantam) in uniform including the regular goalkeeper and an alternate goalkeeper, all of whom shall be duly registered in accordance with Hockey Canada regulations. The players registered as goalkeepers shall only be eligible to play as goalkeepers. One alternate goalkeeper must be dressed and on the bench. Each team will be permitted to have five (5) staff on the bench during the games.
5. Any team required to supplement its roster to the full twenty (20) players (in the Midget division) and nineteen (19) players (in the Peewee / Bantam divisions), shall choose these additions only from its list of specially affiliated players, its club or affiliated team (depending on which type of affiliation the team is using) of a lower division, sub-division or category.
6. During the championship competition a replacement may be permitted for a goaltender who becomes ill or injured during the competition or is under suspension. The following process outlines the procedure and protocol for the use of alternate goaltenders:
  - a) Two alternate goaltenders will be provided by the Host Branch.
  - b) The procedure for using an alternate goaltender shall be as follows:
    - 1) A team requesting to use alternate goaltenders must make a written request to the Hockey Canada Representative.
    - 2) In the case of an ill or injured goaltender, a medical certificate must accompany the request.

- 3) The replacement goaltenders will alternate games as required and will remain with a team until the regular goaltender returns.
  - c) The two alternate goaltenders will receive the same privileges as the other participants:
    - 1) Accreditation
    - 2) Banquet tickets
    - 3) Gold, silver or bronze medals if they are part of a team winning such an award
  - d) Replacement goaltenders will be on call and will meet up with the team upon being contacted by the Hockey Canada representative or his/her designate in charge of the championship.
7. The Championship will be played under official Hockey Canada rules, except as provided for in Regulation 6 (replacement goalies).
8. Home teams will be represented on the right side of the schedule. Each team will receive two home games in round robin play.
9. Home teams will wear white jerseys. Away teams will wear dark jerseys for all games.
10. In all playoff games, the team which finished highest in the final round robin standings, shall be the home team.

## **DISCIPLINE**

11. Discipline
  - a) All Branch suspensions will be recognized at Atlantic Championships. The Hockey Canada Representative must be notified on this matter prior to the opening of the Championship.
  - b) A suspended player shall not be eligible to take part in the opening or closing ceremonies of a tournament.
  - c) If a player or team official is ordered to the dressing room or ejected for the balance of the game, he/she shall be subject to any further disciplinary action deemed necessary by the Tournament Directorate.
  - d) A player or team official ordered to the dressing room or ejected for the balance of the game or for receiving a penalty that would require a suspension shall not take part in any closing ceremonies following the game. Should this take place during the final game of the tournament, the player or team official shall not take part in the closing ceremonies for the tournament.

12. Unless participating in a game or by special permission of the Tournament Directorate, all players will have a curfew of 11:00 P.M.
13. The Tournament Directorate will rule on all grievances resulting from any of the championship games. The members of the Directorate shall be appointed as follows:
  - a) The Hockey Canada Representative, as assigned by the Host Branch;
  - b) One branch representative from each of the four Atlantic Branches.
14. Game Protests will only be entertained when they are concerning rule interpretation or player eligibility. Official(s) judgment is not protestable.

Game Protest Procedure for any game shall be as follows:

- a) Protests and all supporting evidence must be submitted in writing within one (1) hour of the game's conclusion to the Hockey Canada Representative.
- b) The Hockey Canada Representative and Event Manager shall conduct a meeting with team and event officials involved and record all the facts pertaining to the case.
- c) The Hockey Canada Representative will have full authority to rule on protests.
- d) The ruling of the Hockey Canada Representative shall be final and binding and not subject to further appeal.
- e) Protests will NOT be entertained on the outcome of any final championship game.
- f) Any decision will be given in writing to the team(s) involved.
- g) All press releases or public statements related to game protests or disciplinary action shall be made only by the Hockey Canada Representative.
- h) Pictures, video, or any equipment, visual, electronic, digital, or otherwise, shall not be used to determine or to change the result of a ruling or game. The use of such images and equipment is valid only for information purposes and assisting in rendering of a decision by the Hockey Canada Representative, such as:
  - 1) To review situations which have led to line brawls or bench-clearing incidents to determine whether any instigators may be identified.
  - 2) To review incidents which have led to serious injuries of players.

## PRELIMINARY ROUND

15. The length of the games shall be as follows:

Pee Wee AAA Male	3 x 15 periods	Flood after 2 <sup>nd</sup> period
Bantam AAA Female	3 x 15 periods	Flood after 2 <sup>nd</sup> period
Bantam AAA Male	3 x 20 periods	Flood after each period
Midget AAA Female	3 x 20 periods	Flood after each period
Major Midget Male	3 x 20 periods	Flood after each period

16. Where a seven (7) goal differential occurs in the third period of competition, the game clock shall revert to running time until the conclusion of the period.
17. Each team is permitted one Time Out per game as per Hockey Canada Rule 10.17.
18. The teams will play a single round robin schedule. Points will be awarded on the **3-Point System**.
- a) 3 points for the winning team at the conclusion of regulation time.
  - b) 1 point for both teams at the conclusion of regulation time if the game is tied.
  - c) An additional point earned for the team winning the game in a 5-minute overtime period or the Shoot Out Procedure.
  - d) 0 points for the team losing the game in regulation time.
19. If a game is tied at the end of regulation time the teams will play one (1) five (5) minute sudden victory 4 vs. 4 overtime period immediately following a two (2) minute intermission. The teams will defend the same end as the 3rd period of the regulation game. If no goal is scored in the overtime period, then the Shoot Out Procedure shall apply.

### **Bronze Medal Game**

20. If a game is tied at the end of regulation time the teams will play one (1) ten (10) minute sudden victory 4 vs. 4 overtime period immediately following a two (2) minute intermission.
21. The teams will defend the same end as the 3rd period of the regulation game.
22. If no goal is scored in the overtime period, then the Shoot Out Procedure shall apply.

### **Gold Medal Game**

23. If a Gold Medal Game is tied at the end of regulation time, then Hockey Canada Rule 10.16 will apply.
24. Teams will remain at the same ends and commence one (1) ten (10) minute sudden

victory stop time period. If still tied, the two teams will retire for ice resurfacing (15 minute intermission), change ends and then commence sudden victory overtime periods of twenty (20) minutes each, with the first goal ending the game.

25. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.

## SHOOT OUTS

### 26. Shoot Out Procedure

If no goal is scored in the overtime period (round robin and bronze medal only) then the Shoot Out Procedure will apply. The following procedure will be utilized:

- a) Three (3) different shooters from each team will take alternate shots, until a decisive goal is scored.
- b) Each team will select three (3) shooters and must present a list to the game officials.
- c) If after three (3) rounds of shooters there is no declared winner, teams will continue to select one player at a time until the tie is broken. This is sudden victory.
- d) All Players (excluding goalies) must shoot once before going back through the line up a second time.
- e) If a player was serving a minor penalty at the conclusion of overtime, they are permitted to be part of the shootout. Players that have been removed from the game are not eligible to shoot.
- f) The visiting team shall shoot first.

## TIE BREAKERS

### 27. Tie Breaking Procedure

In the event that teams are tied for a playoff position, the following tie-breaking procedure will apply.

#### **Two Teams Tied**

- a) The winner of the round robin game between the two tied teams gains the higher position.

#### **Three or More Teams Tied**

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining

teams. At no time will teams using this formula go back to the two-team tiebreaker.

- b) If three teams or more are tied, the points earned in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.
- c) If teams are still tied. The team with the most wins in regulation time in all round robin games would gain the highest position.
- d) If teams are still tied. The team with the most wins including overtime and shootout wins in all round robin games would gain the highest position.
- e) If teams are still tied. Then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

Total number of goals for divided by the total number of goals for and against.

NOTE: All round robin games are included.

Example: For = 10 goals  
Against = 4 goals

$$\text{Percentage } \frac{10}{10+4} = .714$$

NOTE: The higher percentage gains the higher position

The exercise of (d) establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

Example:

- 1. Team A .714 = 1 seed - Advances  
**Team B .500 = 3 seed – Does not advance**  
Team C .650 = 2 seed – Advances
- 2. Team A .714 = 1 seed – Advances  
**Team B .500 = Still tied with team C – go to next step 2.3.**  
**Team C .500 = Still tied with team B – go to next step 2.3.**
- 3. Team A .650 = Still tied with team B – go to next step 2.3.  
**Team B .650 = Still tied with team A – go to next step 2.3.**  
Team C .500 = Does not advance

- f) If teams are still tied. The team with the fewest goals against (all round robin games played) will gain the highest position.
- g) If teams are still tied. The team with the most goals for (all round robin games

played) will gain the highest position.

- h) If teams are still tied. The team to qualify would be the team that received the least number of minutes in penalties throughout all the round robin games.
- i) If teams are still tied. A coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position.

## **AWARDS**

For all Championships, the following awards will be presented at the conclusion of the round robin:

- Top Scorer
- Top Forward
- Top Defense
- Top Goalie
- Most Valuable Player

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