

Additional CCT Tournament Rules

Tournament Points – Teams receive two points for a win, one point for a tie, and zero points for a loss.

Standings – After Preliminary Round Play

If 2 Teams are tied in the standings, the following tiebreaker steps will be taken in this order:

1. Most Wins
2. Head to Head Record
3. Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance.
4. Least goals against
5. Most goals for
6. Least penalty minutes
7. Coin toss between tied teams

If 3 or more teams are tied in the standings, the following tiebreaker steps will be taken in this order:

1. Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance
 2. Least goals against
 3. Most goals for
 4. Least penalty minutes
 5. Coin toss between tied teams
- In the case of a tie between three or more teams, seeding will be determined for all teams using the 3 or more teams tiebreaker steps (it will not revert to the 2 team tiebreaker steps).
 - The maximum goal differential that will be recorded in a game and used for tiebreaker calculations is 5.

Overtime - Playoffs (Quarter Finals, Semi Finals or Finals) - There will be a 3 person shootout, followed by a sudden victory shootout should be remain tied after the 3 person shootout. Each team must use every player on the bench before allowing the first shooter to go again.

Participation in Games - A team that does not present itself for a game will forfeit that game and will be subject to expulsion from the tournament (at the discretion of the tournament staff). No refunds will be given.

Forfeits - All forfeit games (for any reason) will be recorded as 5-0 scores.

Sweater Conflicts - If a jersey colour conflict arises, the visiting team will be asked to wear their alternate jerseys. If they do not have alternates, the home team will be asked to wear their alternates. If neither team has an alternate set, the tournament team will provide a set of pinnies / jerseys to the **visiting** team.

Eligibility - A player must participate in at least one round robin game to be eligible for the playoffs (quarter finals, semi-finals or finals). **Any coach who plays a player who is not eligible for the playoffs will automatically have his team disqualified from the tournament.**

Playing for More Than One Team – A player can only play for one team per age group. Players are permitted to play up a year, subject to the approval of the Tournament Coordinator.

Suspended Players - Any coach who plays a suspended player will automatically have his team disqualified from the tournament.

Tournament Rules - Follow the current Canadian Hockey Association rulebook (exceptions are listed below):

Major Penalties - Any player receiving a 5 minute major penalty will automatically be ejected from the game and an automatic 1 game suspension is applied, with the exceptions of hitting from behind, head check penalties, and body checking.

Hitting From Behind - A player assessed a hitting from behind penalty will be immediately ejected from the game.

- * If the penalty is a 2 minute minor and occurs before the 3rd period, the player will be ejected from the game.
- * If the penalty is a 2 minute minor and occurs in the 3rd period, an automatic 1 game suspension is applied.
- * If the penalty is a 5 minute major the player is suspended for the duration of the tournament

Body Contact - This tournament is **non-body checking** event. Any player that receives a MAJOR for Body Checking will automatically be suspended for the remainder of the tournament.

Head Check:

- *If the penalty is a 5 minute major the player is suspended for the duration of the tournament

Game Ejection – A player who is deemed by the referee to be detrimental to the safety and/or sportsmanship of the game may be assessed a balance of game ejection penalty, which carries no additional suspension. If the player is assessed a minor, major, or misconduct penalty in addition to the game ejection, another player on the ice must serve it.

Gross Misconducts or Match Penalties - Any team official or player who receives a gross misconduct or match penalty before, during, or after a game will automatically be ejected from the tournament.

Fighting Misconduct - Any player assessed a fighting major will automatically be ejected from the tournament.

Referees - The tournament organizers will not overrule a referee's call.

Protests - No protests will be accepted.

Fans – Any fan deemed by either the referee or the Tournament Coordinator to be acting in a manner detrimental to the maintenance of a fun and safe game environment will be subject to ejection from the rink area and/or arena. This includes, but is not limited to: swearing, verbal attacks directed towards players, game officials, tournament

staff, or other fans, and fighting or threatening to fight. Failure to comply with an ejection may result in a delay of game penalty being assessed to the fan's team at the referee's discretion.

Coaching Staffs - It is our objective to have a fair and competitive tournament for all teams. Therefore, it is extremely important that everyone play by the same rules. It is the coaching staff's responsibility to make their players and their parents fully aware of the tournament rules.