

Rules



Santa Claus **SHOWDOWN**

1. Travel permits and approved roster to be presented to rink chair a minimum of 45 minutes prior to your first game.
2. All teams are asked to be ready to start their games as early as 15 minutes prior to your scheduled start time.
3. Manager/Coaches to provide team roster for the game sheets complete with player jersey numbers and coaching staff to rink captains at least 45 minutes prior to each game. 5 shooters, and their shooting order, must also be indicated on the game sheet (except for the Midget AA Round Robin games). Don't forget to sign your game sheet and indicate any suspensions that are being served.
4. Players can only be rostered to one team participating in the tournament.
5. Tournament rules will be governed by the current rules of Hockey Canada, unless noted otherwise herein.
6. Running time will commence in 3rd period if there is a goal differential of 5 or more. Stop time will continue if differential drops below 5.
7. All bracket (knock-out) games tied after regulation will be decided by a 5-minute overtime played 3 v 3. A 10-minute overtime, 3 v 3, will be played for the following games only:
 - a. G11, G13, and G14 for both Atom AA and Pee wee AA;
 - b. The Championship Game (G3) for Midget AA.

Changes will be made 'on the fly' only and will not be allowed during stoppages in play. If the game is still tied after the overtime, it will immediately go to a shootout. 5 players from each team will be chosen prior to the game (noted on the game sheet). If still tied after 5 shooters, the same 5 shooters will continue in the same order again in sudden death format in each round. Minor penalties in overtime will be 1:00 minute in length and will be played as 4 vs 3. If penalty expires without a goal, play will continue 4 v 4 until next stoppage and will then revert back to 3 v 3. No more than 5 team officials will be allowed on players bench.

8. Teams will be allowed one 60 second timeout for the following games only:
 - a. G11, G13, G14, and the 3rd Place game for both Atom AA and Pee wee AA;
 - b. The Semi-Finals (G1,G2) and the Championship Game (G3) for Midget AA.
9. All rulings by on ice officials on the game sheets will be considered final. There will be no protests.
10. Home teams will wear white uniforms and Visitors will wear dark. The Home team is designated by the team that is listed first on the schedule, or listed at the top of the game bracket.

For Atom AA / Pee wee AA

11. ATOM games will consist of two-10 minute and one-12 minute stop time periods. PEEWEE games will consist of three-15 minute stop time periods with a break for flood after either the first or second period depending on resurfacer schedule.

For Midget AA

12. MIDGET games will consist of three-15 minute stop time periods with a break for flood after either the first or second period depending on resurfacer schedule
13. Midget Round Robin games can end in a tie. Points for Round Robin games will be awarded as follows: WIN = 3 pts, TIE = 1 pt, LOSS = 0 pts.
14. In the even of a tie for any position following the Round Robin, the following will break the tie or decide seeding:
 - a. Most Points
 - b. Most Wins
 - c. Head-to-Head (if applicable)
 - d. Goal Quotient = Goals for / (Goals for + Goals against)
 - e. Least Penalty Minutes
 - f. Coin-Toss