



MACKENZIE MINOR HOCKEY ASSOCIATION

U13 Jepson Knights Tournament Rules

December 7 & 8, 2024

- All games will be played under Hockey Canada rules and any rules adopted by BC Hockey.
- All games will consist of:
 - 4-minute warm-up
 - 3 x 22 minute run-time periods,
 - 1 minute between periods.
- The last 4 minutes shall be stop time if there is a 2 goal or less goal difference, subject to available time as determined by the tournament officials.
- All round robin games ending as a tie, will stand as a tie.
- There will be 1 – 30 second time-out allowed, per team in the championship game only.
- Gretzky Rule in Effect
 - Maximum 5 goals per player per game.
 - Any subsequent goals will be disallowed, not recorded on the score sheet and there will be a 2-minute penalty.
- Handshake and player awards at the end of every game.
 - Player of the Game to be chosen by the coaches of the opposing team.
 - Heart & Hustle awards will be chosen by the coach of their own team.
 - Both teams to remain on the ice during awards and medal presentations in a respectful manner.
- If a team arrives to the ice late, there will be a goal awarded to the opposing team for every 5 minutes they are late.
- All facility signage and posted rules must be respected.
- All dressing rooms must be left in a clean order.
- Fair play code of conduct is required of all coaches, players, and spectators. Respect rules, the opponents, the officials, and their decisions.
- No players are permitted to enter the ice before the referees are on the playing surface.
- All decisions by on-ice officials are final.
- The tournament director will have final say in all disputes.
- The tournament director has the right to change or alter these rules at any time, without notice to act in the best interest of the tournament.

Tournament Format for Ranking

Round Robin Games

- Win = 2 Points
- Tie = 1 Point
- Loss = 0 Points

If teams are tied for points following Round Robin play, the following will be used as a guide to distinguish placing for the final games.

1. Head-to-Head
 - When only 2 teams are tied for points
 - If more than 2 teams, move to the next step.
2. Goal +/-
3. Least Penalty Minutes
4. Coin Toss

Penalties

- Fighting will not be tolerated.
- Any fighting, game ejections will result in expulsion from the tournament.

Final Game

- Dependent on available ice time, there may be an opportunity for overtime.
- Overtime will be one 10 minute 3 on 3, sudden death OT period.
- Should the score remain tied after one OT period a 3 player shoot out will commence.
- If tied after a 3 player shoot out, a 1 player shoot out until there is a winner.
- No player can shoot again until all players have gone.
- All tournament rules will remain in effect.

Timekeeper and scorekeeper will be provided by MMHA for the duration of the tournament.