



Mackenzie U11 Scotiabank Knight's

Tournament Rules

1. All Games will consist of a 5min warm up, followed by 3-20min run time periods, 2min between periods and 5min to complete player awards.
2. Round Robin Games (1-10) will be stop time in the last **3** min of the 3rd period **if** there is a 2 or less goal differential.
3. Playoff Game (11) will be stop time in the last **5** min of the 3rd period **if** there is a 2 goal or less differential.
4. No players on the ice before the referees are on the playing surface and signal for players to enter.
5. If games are running behind, games may be shortened at the discretion of the tournament director.
6. If a team arrives late, there will be a goal awarded to the opposing team for every 5 minutes and games will be reduced accordingly. If a team is more than 15min late, they will forfeit the game.
7. Player awards at the end of each game. Coaches will gather awards from the timebox at the end of each game, please choose 2 players from your own team to be awarded. 1 Heart and Hustle and 1 Player of the Game.
8. There will be 1-30 second timeout allowed per team per game.
9. Proof of age must be available upon request.
10. All Dressing rooms are expected to be left in a clean order.
11. All round robin games ending in a tie will stand as a tie.
12. The score clock will show a maximum of a 7-goal spread.
13. All goals will be recorded on the scoresheet; however, a maximum 7 goal differential will be recorded as the final score for purposes of the tournament results.



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.
 - Head-to-Head
 - ~ When only 2 teams are tied for points
 - ~ If more than 2 teams, move to next step
 - Goal Differential (+/-) (maximum 7 goal differential per game)
 - Least Penalty Minutes
 - Coin Toss

Penalties

- Penalties assessed during run time play will be 3 min for a minor infraction and 7 min for a major infraction.
- Penalties assessed during stop time play will be 2 min for a minor infraction and 5 min for a major infraction.
- Furthermore, penalties will be served to the full length as assessed regardless of the game changing between run time and stop time.
- Any fighting major will result in expulsion from the tournament.

Procedure for Playoff Game Tie Breaker

- 5 min stop time 5 on 5 sudden death overtime



- Shootout, 3 shooters then 1 for 1 sudden death

*Playoff game time may have to be adjusted to allow for overtime if needed.

The Tournament Directors have the right to change or alter rules at any time without notice in order to act in the best interest of the tournament.

The Tournament Director will have final say on all disputes.

** Any inappropriate behavior or language directed at players, coaches, officials, directors or staff will not be tolerated from players, coaches, managers or spectators. Such behavior takes away from the fun of the games and may result in expulsion from the tournament and/or the premises**