

2025 RICHMOND ICE CLASSIC TOURNAMENT

Rules & Regulations

1. PLAYING RULES

1. All games will be conducted in accordance with Hockey Canada, BC Hockey, and PCAHA rules and regulations.
2. Teams will be allowed up to five (5) team officials, eighteen (18) skaters, and two (2) goaltenders to participate in each game.
3. The only players and staff eligible to participate in the tournament are those listed on the roster submitted by the team prior to commencement of the tournament.
4. Roster additions require approval of the Tournament Director.

2. ZERO TOLERANCE FOR ABUSE OF GAME OFFICIALS

Abuse of officials will not be tolerated. Any person exhibiting such behavior may be asked to leave the arena for the remainder of the game. Players and coaches will receive a minor penalty for a first infraction and a misconduct for any subsequent infractions.

Teams are responsible for the conduct of their players, coaches, and spectators. Should a spectator verbally abuse an on-ice official, the team with which they are aligned with shall be assessed a bench minor. Should the team fail to address the spectator and a subsequent outburst occurs, the coach will be responsible for the removal of the spectator from the viewing area. Failure to assist shall result in a game misconduct.

3. GAME FORMAT – U7 and U9 Cross-Ice Divisions

1. U7 games are played on half of an ice rink. The other half of the ice rink will host a different U7 game. U7 teams will share a single player bench, with each team using one gate.
2. U9 Cross-Ice Division games are played as two half-ice games played simultaneously by separate squads. Coaches shall cooperate on whether to use balanced or unbalanced squads. If agreement is not reached, then the default is to use balanced squads. Each squad shall be attended to by a responsible coach.
3. Equal ice time shall be given to each player regardless of playing ability.
4. One certified and rostered coach may optionally go on-ice for each U7 team. On-ice coaches must wear helmets. **Coaches shall not go on-ice in U9.**
5. U7 on-ice coaches may only assist their own team's players and **shall not** interact with the other team's players. **On-ice coaches are not referees and shall not run the games.** They shall defer to the paid referees.
6. Cross-ice games shall be 5-on-5, unless both coaches agree to play at 4-on-4 or 3-on-3 due to roster sizes. Each squad is expected to field a goaltender. An extra player **may not** be fielded in lieu of a goaltender.
7. Cross-ice games shall consist of a 3-minute warm-up followed by two run-time periods of 24 minutes each. The time clock shall run continuously, except for a break between each period, at the referees' discretion.
8. A two-minute buzzer for line changes will be used. Both half-ice games will observe the same two-minute buzzers.

4. GAME FORMAT – U9 Full-Ice Division

1. Games in the U9 Full-Ice Division are played as 5-on-5 with off-sides, icings, and faceoffs as in U11.
2. U9 Full-Ice games shall consist of a 3-minute warm-up followed by two run-time periods of 24 minutes each. The time clock shall run continuously, except for a break between each period, at the referees' discretion.
3. In U9 Full-Ice games, coaches shall change players on-the-fly or after whistles. A two-minute buzzer for line changes **will not** be used.
4. Equal ice time shall be given to each player regardless of playing ability.
5. Coaches shall not go on-ice in U9. Paid referees will run the games.

5. GAME FORMAT – U11 and above

1. **Warm up:** Teams must be ready to play 5 minutes prior to game time. Games may start early. **NO TEAMS ARE ALLOWED ON THE ICE UNTIL DIRECTED BY THE OFFICIALS.**
2. **Period Length:** Round Robin games will have three stop-time periods.
 - U11 games will have a 3-minute warmup, 10-minute first period, 10-minute second period.
 - U13 and up will have a 5-minute warmup, 10-minute first period, 15-minute second period.
 - In Round Robin games, the third period length will be decided by the on-ice official based on ice time remaining (up to a full 15 minutes).
 - In Championship Games, the third period is 15 minutes in length. In addition, 15 minutes will be set aside for overtime and awards.
3. **Time Outs:** One thirty second time-out per team per game will be permitted. **Cannot be used in overtime.**
4. **Mercy Rule:** In all games, if the score difference is 6 goals or more in the 3rd period, then the clock will be run-time. If at any point the difference becomes less than 6, then the clock will return to stop-time.
5. **“Wayne Gretzky Rule”:** **Applies to U11 games only.** Once a player has scored three (3) goals, she cannot score any more goals in that game, **including in overtime AND shootouts.** If a U11 player scores a 4th goal, the ref will signal the goal, but the goal will NOT be recorded on the scoresheet or on the clock. Face-off at center and the game will continue.

6. TEAM SCORING SYSTEM

1. Final team standings in the round robin will be determined as follows: **2 points for a win, 1 point for a tie, 0 points for a loss.**
2. For games that are not completed due to injuries, power outages or other circumstances, it will be deemed complete with the Final Score being the score at the time of the interruption. (Although every effort will be made to obtain additional time.)
3. If a game is not played due to an “Act of God”, it will be considered a 1 - 1 tie.
4. If for any reason beyond our control games are not played, there will be no refunds.

7. TIE BREAKERS

If there is a tie in cumulative points when determining seed positions for the championship game(s), the following tiebreakers will be applied, to the teams that are tied, in the following order until the tie is broken:

1. Most Wins
2. Head-to-head record between tied teams
3. Goal Differential - capped per game - see note below
4. Least Penalty Minutes
5. Least Goals Against
6. Coin Toss

Note: Maximum goal differential for any given game is capped at plus or minus 6.

8. OVERTIME FORMAT

Applies to Championship games only. No Overtime or Shootout in Round Robin.

1. If the score is tied at the end of the third period, then after a 1-minute break there will be 5-minute overtime period with **running-time.**
2. Overtime shall use a “4 on 4”, “sudden-death” format.
3. A minor penalty assessed in the overtime period will be of 3-minute duration.
4. If the game is still tied after the five-minute overtime, a shootout will occur as described below.

9. SHOOTOUT FORMAT

Applies to Championship games only. No Overtime or Shootout in Round Robin.

1. Three (3) different players will be named by each head coach at the end of the third period, and the list submitted to the scorekeeper, in order of shooters.
2. The players on the shootout lists will alternately shoot in the order listed. Visiting team shoots first.
3. The team with the most goals after the three (3) players on each team have completed their shots will be declared the winner.
4. If the score is still tied, then different players on the roster will shoot, alternating between teams until an outcome results.
5. No player can shoot a second time until every player on the roster has taken a shot (excluding goalies).
6. The winner will be declared by sudden death victory after both teams have had an equal number of shots.
7. Ineligible players cannot participate in the shoot out. An ineligible player is any of the following:
 - Any player serving a penalty at the expiry of gameplay.
 - Any player ejected from the game.
 - Any unrostered player (in the case of teams with rosters exceeding the bench limits).
 - Any player excluded per the Gretzky rule in U11 having already scored 3 goals.

10. JERSEYS

1. Visitors wear **dark** jerseys. Home wear **light** jerseys.
2. If there is a color conflict, the Home Team will change colors.

11. DRESSING ROOM

1. Dressing rooms will be assigned.
2. Teams are responsible for the security of their dressing rooms and for securing the door with a padlock.
3. Teams are required to leave their dressing room clean and damage free.

12. PENALTIES AND SUSPENSIONS

1. **All Major or Match penalties and all types of Misconducts** will be adhered to as per PCAHA, BC Hockey, and Hockey Canada rules and regulations.
2. **All Non-Minor penalties** are subject to review by the Referee-in-Chief in consultation with the officials calling the game, and further suspensions may be assessed, up to the individual's **DISQUALIFICATION FROM THE TOURNAMENT**. The purpose of this rule is to maintain the safety of all tournament participants.

13. PROTESTS

1. The Tournament Director will handle protests and disputes. Any protest must be submitted in writing, presented to the Tournament Desk, within 30 minutes of the disputed game.
2. There will be a \$100 fee for all protests and appeals.
3. A judgment will be rendered within 60 minutes of receipt of the protest. The Tournament Director reserves the right to make final decisions regarding the interpretation of tournament rules and policies. The Tournament Director will act in the best interest of the players, coaches, and the game in general. There are no protests allowed with respect to any official's calls. No exceptions.