



### Provincial Tournament Rules:

- (a) The Provincials will be played under the official Hockey Canada Rules, with the exception of Hockey Alberta regulations and/or rules adopted by HA and the AFHL.
- (b) Each Team may access any players registered to their Active Roster or Affiliate list in the Hockey Canada Registry. Affiliated Players may only be used provided their Association Affiliation and registrations in the Registry were previously approved and presented prior to the start of the tournament. The approved rosters will be provided to the Hockey Alberta Representative from the Hockey Canada Registry (HCR) prior to the start of the tournament. Affiliated Players need to be noted on the game sheet, as per standard Hockey Canada and league rules
- (c) The home team will be required to wear dark, while the visiting team will be required to wear light. In the event of a conflict or a third jersey, the team requesting the change must bring it forward to the opposing team and corresponding Hockey Alberta Representative for approval.
- (d) The length of all games will be three (3) periods of twenty (20) minutes stop-time with the ice being resurfaced between each period, whenever possible.
- (e) Managers and coaches shall be deemed responsible for the behaviour of their teams and team supporters. Any inappropriate behaviour or actions by those persons registered with Hockey Alberta shall be subject to disciplinary actions as prescribed in the Bylaws, Rules and Regulations.
- (f) The disciplinary rulings in compliance with the Hockey Alberta Suspension Procedures shall be applicable for the duration of the tournament.  
  
Suspensions which occur during provincial play and carry over will be filed with the Elite Hockey Committee through the Division Director and Vice Chair, or designates.
- (g) HA will award twenty-five (25) medallions to winners of Provincial Championships and the runners-up in a final series, namely gold, silver and bronze. Medallions will not be awarded when a series is not held. The Executive Director shall determine how many medallions will be required from season to season and will approve accordingly.
- (h) Teams failing to send a representative to the coach/manager meeting held prior to the Provincial Tournament may result in the Head Coach (as defined and determined by the Hockey Alberta Rep at the Tournament) of the team being suspended for the first two (2) games that his/her team participates in.
- (i) Teams failing to participate in the opening ceremonies of the Provincial Championship Tournament, if the LMHA is holding an Opening Ceremonies as a part of the event, will result in the Head Coach (as defined and determined by the Hockey Alberta Rep at the Tournament) of the team being suspended for the next two (2) games his/her team participates in following the Opening Ceremonies.
- (j) In the event that teams are tied for a playoff position, the following procedure will apply:



## If two (2) teams are tied:

- (A) The team with the most wins in the round-robin gains the highest position.
- (B) If the two (2) teams are still tied after Regulation 9.3(i)(i)(A) above, the winner of the round-robin game between the two tied teams gains the highest position.
- (C) If the two (2) teams are still tied after (i)(i)(A) and (B) have been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the follow manner:

Total number of goals for divided by the total number of goals for and against.

NOTE: **All** round-robin games are included.

Example: For = 10 goals      Against = 4 goals

$$\text{Percentage: } \frac{10}{10+4} = \frac{10}{14} = .714$$

NOTE: The highest percentage gains the highest position.

- (D) If the two (2) teams are still tied after (i)(i)(A), (B) and (C) have been applied, the team with the least number of minutes in penalties throughout all of the round-robin games gains the highest position (misconducts and game misconducts will count for 10 minutes per the Hockey Canada playing rules)
  - (E) If the two (2) teams are still tied after (i)(i)(A), (B), (C) and (D) have been applied, then the team that scored the first goal in the game between the two (2) tied teams gains the highest position.
  - (F) If the two teams are still tied after (i)(i)(A), (B), (C), (D) and (E) have been applied, a single coin toss will determine which team gains the highest position.
    - (I) For the coin toss for two (2) teams tied, a single coin will be tossed with one of the teams declaring either "heads" or "tails". The team that declares the toss and is successful would then be declared the first (1<sup>st</sup>) placed team. If the team that declared the toss is unsuccessful, that team places second (2<sup>nd</sup>).
- (ii) If three (3) teams or more are tied, the point record established in the games **AMONG THE TIED TEAMS ONLY** will be used as the first tie breaking formula in deciding which team(s) will advance.
- (A) The team with the most wins would gain the highest position.
  - (B) If teams are still tied after (i)(ii)(A) above has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:



## PROVINCIAL TOURNAMENT RULES - AFHL

Total number of goals for divided by total number of goals for and against.

NOTE: Games between the tied teams only will apply.

Example: For = 10 goals      Against = 4 goals

$$\text{Percentage: } \frac{10}{10+4} = \frac{10}{14} = .714$$

NOTE: The highest percentage gains the highest position.

- (I) If all three percentages are different for the three (3) teams that are tied, then first (1<sup>st</sup>), second (2<sup>nd</sup>) and third (3<sup>rd</sup>) place is decided with the highest percentage gaining first (1<sup>st</sup>) place and the lowest percentage gaining third (3<sup>rd</sup>) place. The tie-breaking procedure will not go back to two teams tied.
  - (C) If two teams or more are still tied after (i)(ii)(A) and (B) have been applied, the team(s) to qualify would be the team(s) that receive the least number of minutes in penalties throughout all of the round-robin games.
  - (D) If three teams are still tied after (i)(ii)(A), (B) and (C) have been applied, a coin toss will determine the highest positions.
    - (I) For the coin toss involving three (3) teams tied, all three teams will each toss a coin. The team that tosses the first odd coin is declared the first (1<sup>st</sup>) place position of the three tied teams.
    - (II) The two (2) remaining teams will now toss a single coin with one of the teams declaring either "heads" or tails." The team that declares the toss and is successful would then be declared the second (2<sup>nd</sup>) place team. If the team that declared the loss is unsuccessful, that team is placed third (3<sup>rd</sup>).
- (j) Protests will not be entertained on the outcome of any FINAL Championship game.

### GAME & TOURNAMENT FORMAT FOR U18AA, & U15AA DIVISIONS:

- The highest seeded team from the regular season will be considered the "Home" team during Provincial Tournament Round Robin play. Highest seeded team after the round robin will determine "Home" and "Away" Teams for Championship Games. Teams must be ready to start play at the appointed time.
- The length of all games will be three (3) periods of twenty (20) minutes stop-time with the ice being resurfaced between each period.
- All games during AFHL Provincial Tournament Play must result in a winner. In the case of a tied game at the end of regulation, the following overtime procedures will be used for all round robin games.
  - Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:



## PROVINCIAL TOURNAMENT RULES - AFHL

- 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.
- All games played in the Semi-Finals and Finals must decide a winner. In the case of the Gold or Bronze Medal games during the AFHL Final Five, the following Overtime format will be used:
  - Twenty-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:
  - 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.
  - Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force.
  - If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.
- Points for wins and losses in the round robin tournament will be awarded as follows:
  - 3 points for a regulation win
  - 2 points for an overtime/shootout win
  - 1 point for an overtime/shootout loss
- Should there be a tie in the standings following the conclusion of the round robin, the tournament will use the tiebreaking procedures laid out in (J).
- The highest seed, according to the tie breaking formula, in the standings after the round robin, will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the “home team”, jersey color and last change will apply.

### GAME & TOURNAMENT FORMAT FOR U13AA DIVISION:

- “Home” and “Away” Teams are determined for the Provincial Championship on the schedule. Highest seeded team after the round robin will determine “Home” and “Away” Teams for Championship Games. Teams must be ready to start play at the appointed time.
- The length of all games will be three (3) periods of twenty (20) minutes stop-time with the ice being resurfaced between each period.
- Round Robin Divisional & Provincial Tournament games that are tied at the end of regulation, will remain ties.
- Overtime will only be played in Medal Games and the following Overtime format will be used:
  - Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:



## PROVINCIAL TOURNAMENT RULES - AFHL

- 3 players versus 3 players SHOOTOUT conducted in PENALTY SHOT FORMAT. The home team will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.
- Points for wins and losses in the Round Robin will be awarded on the following basis:
  - 2 points for a regulation win
  - 1 points for a tie
  - 0 point for a loss
- Should there be a tie in the standings following the conclusion of the round robin, the tournament will use the tiebreaking procedures laid out in (J).
- The highest seed, according to the tie breaking formula, in the standings after the round robin, will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the “home team”, jersey color and last change will apply.

**For any questions pertaining to Provincial Tournament Rules, contact:**

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