

# **Yukon Amateur Hockey Association**

## **Rules and Regulations**

### **For**

## **Yukon Invitational Championships**

(Updated January 29, 2008)

- 1. General**

Rules and regulations apply when more than two (2) Hockey Associations within the Yukon are entered in a Territorial Championship.
- 2. Jurisdiction**

Competition shall be under the jurisdiction of Yukon Amateur Hockey Association.
- 3. Administration**
  - Request for tournament sanction must be submitted by YAHA to BCAHA on the designated form at least one (1) month prior to the date of the event. Sanction approval must be posted at the arena during play.
  - Each Host Association shall appoint a Tournament Supervisor, whose duties shall be to ensure that the tournament is carried out in accordance with these Rules and Regulations. Appointments should be made and submitted to YAHA allowing sufficient time to run a successful tournament.
  - Additional Associations (not governed by YAHA) may be admitted to the Tournament with the approval of BCAHA and YAHA. This application should be submitted at least one (1) months prior to the event.
- 4. Playing Rules**

The Playing Rules shall be those of CHA, BCAHA, and YAHA, as applicable to Minor Hockey, plus any additions adopted in these Rules and Regulations.

## **5. Eligibility**

- All participants must be registered with their Community Association and BCAHA for insurance reasons.
- Carded players playing in their age appropriate House League will be allowed to play in the Yukon Championships. Carded players playing up from their age appropriate group as a team may be allowed to play in the Yukon Championships. A carded team playing within their appropriate age division may apply to YAHA to play in the Yukon Championships. Application must be made to YAHA one (1) month prior the tournament.
- Any team that can not “ice” a team at the start of the game will forfeit that game. Under no circumstances can a team borrow players from another tournament team to play a game. Only the players listed on the team roster, submitted prior to the start of the tournament, are eligible to play on that specific team. The game can still be played.

## **6. Format**

- Teams will be divided into A and B pools (4-6 teams per pool) and will play a minimum of three (3) games. If there are 7 teams, divide into two (2) pools, one with 4 teams and one with 3 teams playing a double round robin within their pool.
- No team will get a bye. All teams must play equal games in order to advance.
- Novice, Atom and Pee wee will be a “No Body Contact” tournament except in the Whitehorse Pee wee pool. (as per WMHA policy) Body Checking is defined as an “Intentional Body Check, Bump, Shove or Push of the Opposing Player” (CHA Rule Book #50B).

## **7. Games**

The game shall commence within 10 minutes of the scheduled time.

**Games shall be:**

**Atom, Pee wee:**

- Three periods
- 5 minute warm up before each game
- 1<sup>st</sup> period – 20 minute straight time
- 2<sup>nd</sup> period – 20 minute straight time
- 3<sup>rd</sup> period – Start the period with 20 minutes. (17 minute straight time. Last 3 minutes stop time.)

**Novice Games:**

- A minimum of two (2) – 21 minutes periods

**Time clock** is to run continuously, at the discretion of the official, except last 3 minutes during the game (even in the event of an injured player). This is done in order to maintain the schedule.

There will be a one (1) minute break between periods.

Teams must change “ends” after each period.

All teams will get at least one playoff game using the crossover format.

- A fair play award will be given to a player from each team that exhibited fair play and sportsmanship per game as selected by the team coach.
- No repeat awards.

**8. Finals**

- Top two teams for each Pool advances to the finals. The first place team from Pool A plays the second place team from Pool B. The first place team from Pool B plays the second place team from Pool A. The rest of the teams will play a 1 game playoff to decide their placing.

**Tie Breaking Procedure**

In the event Teams are tied for a playoff position after a Round Robin series is completed, the following procedures shall be utilized to determine the placing of the tied teams:

- a) If two (2) teams are tied, the winner of the Round Robin game between those two (2) teams receive the higher placing. If three (3) or

more teams are tied, the team which has accumulated the most points in games against the tied teams will receive the highest placing, the team with the next most points in games against the tied teams will receive the next highest placing and so on.

- b) Any teams that remain tied after (a) the Team with the most wins will receive the higher placing and so on.
- c) If any teams remain tied after (a) and (b) have been applied, then the team with the best goal average will receive the highest placing, and so on. The goal average of a team is to be determined by dividing the total number of goals for and against into the total number of goals for, with the Team having the highest percentage winning the higher position. (Example: goals for 10, goals against 4; percentage is  $10/14 = .714$ ). The goal ratio shall be for games amongst the tied teams only.
- d) If any teams remain tied after (a), (b) and (c), the team that received the least minutes in penalties in the round robin games between the tied teams will receive the higher placing and so on.
- e) If teams are still tied after all previous methods have been applied, then the winner of the playoff position will be decided by the toss of a coin.

## **9. Round Robin**

- Standings shall be based on the basis of 2 points for a win, 1 for a tie and 0 for a loss.
- At any point in the game where the goal spread is more than 8, the score will no longer be posted on the clock however the score sheet will be kept up to date.
- In the event of a tie, the tie breaking procedure will be: 1. The best record between teams; 2. Arctic Winter Games Formula (Goals for divided by goals for plus goals against – higher percentage advances. Mercy rule for maximum 8 goals spread applies (e.g.: a 14-2 game would count as a 10-2 for goals for and against)
- If there is still a tie after the percentage calculations, then it goes to least penalty minutes.
- There will be at least 2-3 certified Officials and 1 Timekeeper for each Atom & Peewee game.

- There will be at least 2 certified Officials and 1 Timekeeper for each Novice game.

#### **10. Discipline and Rules Committee**

A committee will be appointed in advance of the Championships with the following members: YAHA rep, Host Committee Chairperson, Referee-in-Chief (tournament referee- in- chief).

#### **11. Divisions**

1. Players should play in their age appropriate divisions according to BCAHA rules.
  - Novice      age 7 & 8    as of December 31
  - Atom        age 9 & 10   as of December 31
  - Peewee     age 11 & 12 as of December 31
2. A maximum of 4 (4) players per team (1) year overage will be permitted. An overage player must play at or near the level of the division in which they are playing in. Exceptions to the maximum will be considered on a case-by-case basis provided written application is submitted at least **15 days prior** to the applicable tournament start date.
3. An underage player (no more than two years) may play in a higher level as long as they play at or near the level of play in that division.
4. The coach must identify all overage players to the referee and on the game sheet prior to each game.
5. A team that plays with ineligible players will forfeit all wins and will have to comply with 11-2 in order to continue playing in the Championships.
6. Players can play in two divisions of Yukon Championships to enable a community to field a team, provided that all interested age appropriate players have first been included. The overage rule still applies.

#### **12. Coaches Meeting**

A coaches meeting (organized and chaired by the YAHA Representative) should be held as early as possible (Friday night) so that the coaches can introduce themselves and discuss any problems that may arise. The

names and skill level of all of the overage players should be made available to the coaches at this time.