



# TOURNAMENT RULES & REGULATIONS

## SPRING 2022



## A) Categories

The tournament is open for the following birth years and skill levels:

- 2007 & younger AA-AAA
- 2008 & younger AA-AAA
- 2009 & younger AA-AAA

## B) General provisions

The tournament follows rules of the [International Ice Hockey Federation \(IIHF\)](#). However, there are certain exceptions that apply to the GHT Spring Hockey Cup rules. Those exceptions are stated and clarified in the C) – I) sections of this document.

## C) Tournament Rules

### 1) Roster

- A team may fill a maximum of **18 players** and **2 goalies** on the tournament roster.
- Each team may have up to **4 overage players** on the tournament roster in the given age category. These players may be up to one calendar year older than the restrictions of the given category allow. Girls joining the team can be up to two years older as long as they are included in the total of 4 overage players.
- A club, that has multiple teams registered in the same age category is forbidden to move players between teams. Each player can be only on one tournament roster.
- A club with multiple teams in different age categories may move players from one team to another as long as they follow the conditions set out above.
- The complete tournament roster must be sent the organizers no later than 10 days before the start of the tournament.
- The game roster must be submitted at the tournament office no later than 15 minutes before the start of the match.
- A player who was not filled on the roster or does not meet the criteria to enter the official game is not allowed to appear in the match. If this rule is violated, the team with such player will automatically lose the game.

### 2) Playing time

- The game is played **3 x 15 minutes** stop time – the only exception from this regulation is the Mercy rule, specified below.

- ii) In the unlikely event that a tournament timekeeper finds out the game would fail to be played within the set timeframe, he or she will notify the Tournament Director, who has full authority to decide whether the match will continue in running time or stop time format.

### 3) Mercy rule

If one team takes a lead by 6 (six) or more goals during the first or second period, the clock will automatically switch to a running time until the goal difference is below 6 (six) again. Furthermore, if one team takes a lead by 5 (five) or more goals during the third period, the match will also switch to a running time until the difference between the teams is below 5 (five) goals.

### 4) Ice resurfacing

Unless the tournament organizing committee decides otherwise, the ice will be resurfaced after every two periods played. If the organizing committee changes the schedule, the teams concerned will be duly informed. There is a two (2) minute break between the thirds when there is no ice resurface.

### 5) Hybrid icing

The hybrid icing rule does not apply to the tournament.

### 6) Body contact

The 2007 and 2008 category are played full-contact, meaning that body checking is allowed. In the 2009 division, no body checking is allowed.

### 7) Game misconduct

If any of the players receives a game misconduct penalty, the tournament director will decide on his/her possible start in the next match.

### 8) Time-out

Each team has a right for one 30 (thirty) second time out during the match.

### 9) Time before the game

- i) Every team must be present at the ice rink at least one hour before the start of the match.
- ii) The teams must be ready to start the game at least 10 minutes before the official start time of the match.
- iii) Before each game, a two-minute warm up is available to both teams.

- iv) If a team arrives later than 5 minutes after the official start of the game, the match will be automatically forfeited in favor of the opposing team.
- v) Players may shake hands and exchange souvenirs before the start of the match.

## 10) Locker rooms

The team manager picks up the locker key at the tournament office. Teams are obliged to be in their dressing room at least 30 minutes before the start of the match. Only tournament management, players, coaches and team leaders listed on the official roster have the right to be in the dressing room and surrounding areas. The team manager shall return the locker key back to the tournament office immediately after the players have changed.

## D) Game format

### 1) Category with 6 teams

The category is set into one (1) group of six (6) teams. The group is played in the single Round Robin format, meaning that each team will face each group member and play 5 games. After all the games have been played, the teams will be ranked in order from first to sixth place. The final ranking is determined by following the criteria set out in point E).

### 2) Category with 8 teams

The category is divided into two (2) groups with four (4) teams in each group. The group is played in a single Round Robin format, meaning that each team will face each group member and play total of 3 games in the group stage. After all the games have been played, the teams will be ranked based on the criteria in point E). Then, the teams will be divided into a playoff bracket based on the following scheme:

**G13**      A2 - B1

**G14**      A1 - B2

**G15**      A3 - B4

**G16**      A4 - B3

Final placement:

**1st place game**                      Winner G13 – Winner G14

**3rd place game**                      Defeated G13 – Defeated G14

**5th place game**                      Vítěz G15 – Vítěz G16

## E) Group placement criteria

The teams are placed based on the number of points gained. The points are awarded as follows:

### 1) Points

- i) Win – 2 points
- ii) Draw – 1 point
- iii) Loss – 0 points

### 2) Tie

Tie is recognized as a result during the group stage phase. Tie in the placement and play-off games are followed by an overtime and penalty shots – see points F) and G).

### 3) Two teams tied on points

Should two teams be tied on points, then a tie breaking formula will be applied as follows:

- iv) Result of the face to face game between the two teams
- v) More wins
- vi) Higher goal difference
- vii) More goals scored
- viii) Lower number of penalty minutes
- ix) Lower number of game misconducts
- x) First goal scored in the face to face game
- xi) Coin toss

### 4) Three teams tied on points

Should three or more teams be tied on points, then a tie breaking formula will be applied as follows, creating a sub-group amongst the tied teams. This process will continue **until only two or none** of the teams remain tied. Once the sub-group is narrowed to two teams, their breaking formula again refers to the point stated in the E.3 section. Tie breaking formula for three or more teams tied:

**Step 1:** Taking into consideration the games between each of the tied teams, a sub-group is created applying the points awarded in the direct games amongst the tied teams from which the teams are then ranked accordingly.

**Step 2:** Should three or more teams still remain tied in points then the better goal difference in the direct games amongst the tied teams will be decisive.

**Step 3:** Should three or more teams still remain tied in points and goal difference then the highest number of goals scored by these teams in their direct games will be decisive

**Step 4:** Should three or more teams still remain tied in points, goal difference and goals scored then the results between each of the three teams and the closest best-ranked team outside the sub-group will be applied. In this case the tied team with the best result (1. points, 2. goal difference, 3. more goals scored) against the closest best ranked-team will take precedence

**Step 5:** Should the teams still remain tied, then the results between each of the three teams and the next highest best-ranked team outside the sub-group will be applied.

**Step 6:** Should the teams still remain tied after these five steps have been exercised then the lower number of penalty minutes in the tournament shall be decisive.

If neither of the above steps rule out the placement, a coin toss will decide the placement.

## **F) Overtime**

If a placement/playoff game is tied at the end of regulation time, a five-minute overtime period shall be played after a two-minute intermission. The teams will not change ends for the overtime period. The game will end when the five minutes have expired or when a goal is scored; the scoring team will be declared the winner. All overtime periods shall be played with each team at the numerical strength of three (3) skaters and one (1) goaltender. In case of penalty, the team in advantage plays a four (4) on three (3) powerplay. In case of two player advantage, a five (5) on (3) powerplay is applied. Once the penalties have expired, the game shall get back to three (3) on (3) format after the next whistle.

## **G) Penalty-shots**

If no goal is scored in the overtime period then the Penalty-Shot Shootout (PSS) procedure will apply. The following procedure will be utilized:

- 1) The coaches of each team nominate three (3) players and the order in which they will run in the PSS. They shall pass this information on to the referee.
- 2) The referee shall invite the captains of both teams to draw a coin to determine which team will start the PSS procedure.
- 3) In the first stage of PSS, three nominated players from both teams will play their penalty shots. A team that has scored more goals in three series will be called the winner.
- 4) In case of a scoring tie after the first stage of the PSS, the game shall move to the second stage, where coaches nominate one player for each series until one team scores in the PSS and the other does not. The second stage is played in the sudden victory format and teams may nominate a player of their choice multiple times.
- 5) The team that started with the PSS in the first stage shall enter the second stage as second.

## **H) Unsportsmanlike conduct and protests**

Respect the referee's decisions even when you have objections against their verdict. **Referee's decision on the ice is final and cannot be nullified.** Unbiased criticism and justified comments can be consulted with the tournament directorate. The referees are instructed to respect the

coaches, the same behavior is also expected from them. Unsportsmanlike behavior of players will not be tolerated and may be awarded with major or misconduct penalty.

## **I) Jerseys and gear**

### **1) Jerseys**

Each team must have two (2) sets of jerseys (dark and light). The organizing committee reserves the right to exempt foreign teams from this rule and allow them to start with only one set of jerseys. Before each game, the team manager always consults the choice of the color combination with the team leader of the opposing team.

### **2) Gear and equipment**

All players are obliged to wear a full-face helmet (cage or shield) and a neck guard. A player may enter the game only with equipment that is certified for the game of ice-hockey.

## J) Tournament directorate



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