

Cloverdale U21 C Wrap Up Party Tournament

March 18 - 20, 2025

Tournament Rules & Regulations



Overall Format:

1. This is a U21 Tournament for Recreational/C level hockey players.
2. The tournament will consist of 8 teams separated into 2 pools of 4 teams each.
3. This will create a Round Robin, point gathering series, where each team in their respective pools will play each other once, for a total of 3 round robin games each.
4. Points gathered will be as follows:
 - a. 2 points for a win, 1 point for a tie, and 0 points for a loss.
 - b. The maximum point potential for a team, per game, would be 2.
5. In lieu of the Wayne Gretzky rule, the maximum goal spread **displayed on the scoreboard** for any game will be five (5).
6. A team forfeiting a game for any reason will be awarded 0 points and the opposing team will receive 2 points.
7. After completion of the Round Robin series, team points from each division will be tallied. In the event there are 2 or more teams tied for points, the following rules will apply:
 - 1st determinant – number of wins
 - 2nd determinant – head to head
 - 3rd determinant – lowest goals against
 - 4th determinant – 3 rounds of rock, paper, scissors between team Captains
8. The bottom two teams from each pool will play a consolation game
 - Pool A 3rd vs Pool B 4th
 - Pool B 3rd vs Pool A 4th
9. The top two teams from each pool of the Round Robin will move on to a Semi Final game
 - Pool A 1st vs Pool B 2nd
 - Pool B 1st vs Pool A 2nd
10. Winners of the Semi Final games play for Gold, the others play for Bronze.
11. This tournament format guarantees that every team will play a minimum of 4 games.

Round Robin Game Format:

1. Each Round Robin game is allotted 1 hour and 30 minutes and will consist of a 5-minute warm up followed by two 15-minute stop-time periods.
2. At the beginning of the 3rd period, the game officials will determine the length of the third period. It will be stop-time. If the goal differential is 5 or more at any time in the 3rd period, then it will become running time. If the goal spread is less than 5 at any time during the 3rd period, then it will be stop-time.
3. **In an effort to keep all games on time, the referees will be given the discretion to run stop time or run time in the last 5 mins of the time remaining on the score clock.**
4. There is no overtime in Round Robin play; ties are possible.

Semi Final and Consolation Game Format:

1. Each **Semi Final** and **Consolation** game is allotted 1 hour and 30 minutes and will consist of a 5-minute warm up followed by two 15-minute stop-time periods.
2. At the beginning of the 3rd period, the game officials will determine the length of the third period. It will be stop-time. If the goal differential is 5 or more at any time in the 3rd period, then it will become running time. If the goal spread is less than 5 at any time during the 3rd period, then it will be stop-time.
3. **In an effort to keep all games on time, the referees will be given the discretion to run stop time or run time in the last 5 mins of the time remaining on the score clock.**
4. At the end of the second period, if there is insufficient time remaining to play a full third period as listed after allowing for time for a possible Shoot-out, the third period shall be shortened to a specific number of stop-time minutes determined by deducting five (5) minutes for a possible Shoot-out from the time remaining in the ice slot and dividing the remainder in half. This shall be done regardless of the score at the end of the second period.
5. If a **Semi Final** or **Consolation** game is tied at the end of regulation, a shootout will follow consisting of 5 shots per team. If after the initial shootout the teams are still tied, the shoot out will continue with each team taking 1 shot each until a winner is decided.
6. **In case of shootout:** Coaches are required to rank their rosters prior to the shoot out, rotating through their entire roster until all players have had an opportunity to shoot or a winner has been decided. A player will not be allowed to shoot twice until all players have taken a shot. The original shoot out order will be used in the case that another round is needed.

Medal Game Format:

1. Each **Medal** game is allotted 1 hour and 45 minutes and will consist of a 5-minute warm up followed by two 15-minute stop-time periods. At the beginning of the 3rd period, the game officials will determine the length of the third period. It will be stop-time. If the goal differential is 5 or more at any time in the 3rd period, then it will become running time. If the goal spread is less than 5 at any time during the 3rd period, then it will be stop-time.
2. If a **Medal** game is tied at the end of regulation, one sudden death overtime period of 5 minutes stop-time will commence. There will be 5 skaters per team during an overtime period.
3. If a **Medal** game is still tied at the end of the overtime period, a shootout will follow consisting of 5 shots per team. If after the initial shootout the teams are still tied, the shoot out will continue with each team taking 1 shot each until a winner is decided.
In case of shootout: Coaches are required to rank their rosters prior to the shoot out, rotating through their entire roster until all players have had an opportunity to shoot or a winner has been decided. A player will not be allowed to shoot twice until all players have taken a shot. The original shoot out order will be used in the case that another round is needed.

Awards:

1. There will be Championship awards for the players on the teams that place 1st through 4th.
2. One MVP from each team will be chosen by the own team's Coach after each game.
 - a. **Exception:** there will not be MVP awards in the medal games.
 - b. No player shall receive an MVP award more than once during the tournament.

Playing Rules:

1. This tournament is sanctioned by BC Hockey and PCAHA. Tournament sanction forms will be posted in the tournament office.
2. Tournament rules will comply with Hockey Canada, BC Hockey and PCAHA and conditions established by the Cloverdale Minor Hockey Association for this tournament.
3. Any teams or associations using players in this tournament, not on their tournament roster shall be liable to disciplinary action by the PCAHA and will be disqualified from the tournament play. No changes will be allowed without prior approval of the Tournament Chair.
4. In the event of color clashes, home team can choose jersey color unless the away team has only one jersey.

Penalties:

1. Any player or team official receiving a match penalty, gross misconduct or two-game misconduct shall be disqualified from further tournament play.
2. Any player receiving a 10-minute game misconduct during the last 10 minutes of regular time and overtime shall be automatically suspended for the next game.
3. Checking from behind penalties will comply with BC Hockey and Hockey Canada rules.
4. Notwithstanding the above, the tournament committee shall be empowered to take such disciplinary action or impose suspensions as may be necessary to ensure clean play, sportsmanship and a high caliber of hockey throughout the tournament.

Protests:

1. **All referee decisions are final.** Protests will not be entertained.

NOTE: Cloverdale intentionally does not allow the sportsmanship point to be used, as we prefer to allow the on ice officials to call games as closely as necessary to maintain safety and fun.