



Hosted By:  
The Langley Girls Ice Hockey Association

## **Rules and Regulations – Angels on Ice Tournament**

**Event Date: Langley, December 28 – 30, 2024**

- 1) All games will be conducted in accordance with Hockey Canada, BC Hockey and PCAHA rules and regulations.
- 2) Teams will be allowed four (4) team officials. Teams may designate up to 2 goaltenders and will be permitted to have up to 17 skaters. Teams with 1 designated goaltender, can have a maximum roster of 18 and teams with two designated goal tenders may have a roster up to 19 in the designated bench area during the game. All teams must have a minimum of six (6) players including the goalie. The Tournament Director may waive this minimum player rule upon approval.
- 3) The only players eligible to play in the tournament are those listed on the Roster submitted by the team.
  - a) Prior to commencement of the tournament. Except for Affiliate Players, as defined by PCAHA, no additional players are permitted without the approval of the tournament Director.
  - b) Please submit the names of affiliate players and the association permissions from your local Minor Hockey authority to the Tournament Registration Desk, prior to the use of those players.
- 4) Each team will play a Round Robin format within their division. The top teams will advance to Championship Games as outlined below.
  - a) All teams will be ranked from 1<sup>st</sup> to last.
- 5) There will be no overtime periods in the event of a tie for the Round Robin games. 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.



## Tie Break Rules

- 6) Two or more teams tied – Round Robin

Upon completion of the round robin, team will be seeded based on the points earned. In the event of a tie in the standings the following applies:

- 1.0) If two (2) teams are tied in the standings the following tie-break steps will be taken in this order:
  - 1.1) Most Wins
  - 1.2) Head-to-Head Record
  - 1.3) Goals for Divided By (total goals for plus goals against). The higher percentage will advance.
  - 1.4) Least Goals Against
  - 1.5) Most Goals For
  - 1.6) Least Penalty Minutes
  - 1.7) Coin Toss
- 2.0) If three (3) teams or more are tied in the standings the following tie-break steps will be taken in this order:
  - 2.1) Goals for Divided By (total goals for plus goals against). The higher percentage will advance.
  - 2.2) Least Goals Against
  - 2.3) Most Goals For
  - 2.4) Least Penalty Minutes
  - 2.5) Coin toss



## Championship Games

- 7) In the event of a tie after the Third Period.

As there is a possibility that the two teams could be tied at the end of regular play, the Coaches of each team shall designate five (5) players, in order, plus one (1) alternate player to participate in a Shoot-out. The jersey numbers of these five (5) players, in order, plus one (1) alternate shall be noted on a piece of paper submitted to the scorekeeper prior to the start of the game.

- 3.0) The third period will be followed by a 5 min overtime, first team to score wins.
- 3.1) If the game is tied at the end of the overtime period, a Shoot-out shall be held to determine the winner as follows:
- a) If one of the designated five (5) shooters is injured, she shall be replaced by the alternate shooter prior to the start of the Shoot-out.
  - b) The goaltender in net at the conclusion of the game shall participate in the Shoot-out. No goaltender substitution is permitted except for injury.
  - c) Alternating penalty shots shall be taken, beginning with the first designated player of the visiting team.
  - d) The team scoring the most goals after the initial five (5) penalty shots in the Shoot-out shall be declared the winner. The game shall be recorded as a one goal victory for the winning team.
  - e) If each team scores an equal number of goals in the first round of five (5) penalty shots each, then each team shall designate an additional five (5) players (including the alternate if she was not used as a substitute in the initial five (5) players). These players shall participate in a “sudden victory” Shoot-out with each team taking alternate shots until one team scores and the other fails to score. This procedure shall be repeated until a winner is decided. No player shall participate again in the Shoot-out until all players on the team (excluding the goaltenders) have participated.
  - f) All players are eligible to participate in the shoot out unless they are serving a 10 min misconduct or have been assessed a game misconduct, gross misconduct, or match penalty.



## 8) GAME FORMAT

NEW U9 PCAHA RULES – Two teams – Two Half-Ice Game Model (See Page 8 & 9 for additional Rules and Single Game Model)			
DIVISION	GAME LENGTH	PERIOD LENGTH	FORMAT
U7 - U9	1-1/4 hour permit	<ul style="list-style-type: none"> <li>- 28 &amp; 28 minute running time periods.</li> <li>- 2 minute shift change</li> <li>- 2 minute break between the two periods.</li> </ul>	<ul style="list-style-type: none"> <li>-Half Ice. (not side to side)</li> <li>-Four (4) on Four (4). (coaches may agree to play Five (5) on Five (5).</li> <li>-Buzzer will sound at every 2 minute mark indicating shift change.</li> <li>-Face off at the start of the period only.</li> <li>-Continuous play after shift change buzzer.</li> <li>-Whistle &amp; Continuous play after goal. (players must back up to half ice after goal)</li> <li>- Post game 5 puck Shootout. (see page 5(i) for rules)</li> <li>- Two Half-Ice Game Model A&amp;B U9 Only</li> <li>-Gretzky Rule U11 Only</li> </ul>
DIVISION	GAME LENGTH	PERIOD LENGTH	FORMAT
U11 – U18	1-1/4 hour permit	<ul style="list-style-type: none"> <li>- 15, 15 &amp; 15 minute stop time periods.</li> <li>*Third period will be determined on the time remaining of the scheduled ice.</li> <li>- One (1) minute break in between periods.</li> <li>- Running time shall be applied when the goal differential is 5 goals or more in the second or third period.</li> </ul>	<ul style="list-style-type: none"> <li>-Full Ice</li> <li>-PCAHA, BC Hockey, Hockey Canada Rules Apply. (With the exception of Gretzky Rule).</li> <li>-Gretzky Rule U11 Only</li> <li>-No 'carded' players unless Rep Division.</li> </ul>
<b>NOTE: The game should end with enough time to allow Player of the game award presentations. If time does not permit, the presentation will be held in the team dressing room after the handshake.</b>			



## GAME FORMAT CONT'D

- a) All games are stopped time (except for U7 & U9) with no floods between each period.
- b) No Time Outs.
- c) There will be a **5-minute warm** up before each game.
- d) For games 1 hour and 1-1/4 hour duration, players will not leave the ice between periods.
- e) All minor penalties will be 2 minutes stopped time. All major penalties 5 minutes stopped time.
- f) **Gretzky Rule** (max three (3) goals) is in effect for U11 Divisions Only.
- g) No game will exceed the permit time. If undue delays occur for any reason and the game cannot be completed within the permit time, the following procedure will be followed.
  - At first stoppage of play after time reaches 5 minutes left on the permit, the timekeeper will notify the referee.
  - At this stoppage of play the clock will be reset to 2 minutes and the remainder of the game will be completed with stop time.

## FIVE (5) PUCK SHOOTOUT U7 & U9 ONLY

- i) End of the game will be followed by a Five (5) Puck Shootout
  - ❖ One (1) player will take one (1) of the five (5) pucks, in a shootout format
  - ❖ If the player does not score, they must retrieve the puck and pass to the next player in line. Players will continue to do this until a goal is scored.
  - ❖ Once a goal is scored, the next person in line takes another one of the remaining pucks and continues the rotation until all 5 pucks are scored or the ten (10) minute time limit is up.



- 9) For U7 – U9 – U11 divisions equal ice time will be given to each player regardless of playing time.
- 10) Each team will be allowed a Five (5) minute warm-up period prior to each game and a one (1) minute break in between periods. There will be no ice scrapes between periods. Teams who fail to line up at center ice after the one-minute break may be assessed a delay of game penalty.
- 11) All Teams must provide their OWN pucks for warm up.
- 12) At the conclusion of each game, and after the handshake, each team will line up on their respective blue lines for award presentations. For safety reasons helmets and gloves are not to be removed by the players.
  - A “Player of the game” will be provided to each team to be awarded to their own team.
- 13) If for any reason beyond our control, games are not Played, there will absolutely be no refunds.
- 14) If a game is not played due to an “Act of God”, it will be considered a 1/1 tie.
- 15) CHA approved facemasks, helmets and throat protectors (neck guards) are mandatory. All players including back up goaltenders must wear full equipment in warm up periods preceding each game, during game play and while on the bench.
- 16) **All Major or Match penalties** as well as game misconducts will be adhered to as HBC, PCAHA and HC rules and regulations.



- **Suspension** – Any player(s) and or coaches assessed a Match Penalty, Gross Misconduct or Game Misconduct for fighting will be suspended from further play in this tournament.
- 17) There will be a **Zero** tolerance for abuse of officials. If you have a complaint about an official, your complaint must be filed in writing to the tournament director. Information must include the official's registration number as well as the circumstances of the complaint.
- 18) HiSport will be used to keep score.  
Scorekeepers must log onto the app using <https://hisport.app>  
The following information is required for log in.
- a) Game Number
  - b) Home Team ID
- HiSport must be signed by your game officials after the completion of each game. This score card will be the final score that is reflected in the standings.
- 19) Where there is a sweater colour conflict, the **home team** will change colours. All teams are expected to carry two sets of jerseys. The **Home** team listed on the schedule will wear **DARK** jerseys, and the **Visitor** team to wear the **LIGHT** – Coloured jersey.
- 20) Teams need to be ready to play at least 15 minutes prior to your game time. Games may start early.
- 21) Teams are expected to leave their assigned dressing room in a clean and safe condition. Report unclean or unsafe conditions prior to occupying dressing room. Dressing rooms will be assigned. Teams are responsible for the security of their dressing rooms and padlock should be brought to secure the door.
- 22) Protests must be submitted in writing 30 minutes after the end of the game. Please submit the protest to the Tournament Information Desk with the Tournament Director. The Tournament Director will make a ruling as soon as reasonably possible. The Tournament Director's decision is final, no further appeals will be accepted.



- **Include the following:** Name, Phone number, Team name, Division and reason for protest.

## NEW U9 TOURNAMENT RULES

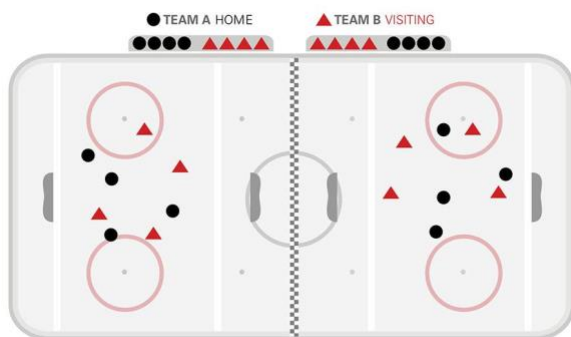
### FORMAT

- a) Ice Slot allocation 1 hour and 15 min
- b) 5 min warm up
- c) Two (2) - Twenty-Eight (28) minute periods
- d) One (1) - Two (2) minute break between periods
- e) End of the game will be followed by a Five (5) Puck Shootout
  - One (1) player will take one (1) of the five (5) pucks, in a shootout format
  - If the player does not score, they must retrieve the puck and pass to the next player in line. Players will continue to do this until a goal is scored.
  - Once a goal is scored, the next person in line takes another one of the remaining pucks and continues the rotation until all 5 pucks are scored or the ten (10) minute time limit is up.

### PLAYER SURFACE SET UP

#### **Two Teams – Two Half-Ice Games Model (13 plus players)**

The game play format used in U9 half-ice hockey is the Two-Team Game Play Model. This model is built on two teams playing one another in two halves. Each team is divided into two (2) units, A & B. Each team is required to dress two (2) goaltenders, one for each half-ice game.



TWO TEAMS – Two Half-Ice Games Model

#### **One Team – One Half-Ice Games Model (Under 13 Players)**





In some Communities, team composition may be smaller. If this is the case, the ice is still divided but only one end will be used for game play. The other end will be allocated to additional single team Half-Ice Games.

### Game Set-up and Flow (Two-Team, Two-Game Model)

- Each team will be divided into two units of players, each with a goaltender. Units will be divided by an (A) and (B) grouping based on skill level. Smaller numbers and matched skill level allow for players to experience more ice time and puck touches. Coaches must make sure all players take turns double-shifting.
- Each team has two goaltenders, one for each half of the ice. This allows for two larger teams playing each other in two halves.
- It is recommended that in each half, the centre-ice spot should be marked to indicate where the face-off will take place. This is to be established at the midpoint between both nets.
- Teams will share the player benches, with each team using the gate closest to their net.
- The score clock can be used to keep time for both games simultaneously.
- The home team shall defend the two ends of the rink, while the visiting team shall defend the centre-ice nets.
- No score is kept, and game sheets are optional.

### Half-ice Game Play Rules

- Hockey Canada Playing Rules are followed except as stated below.
- 4-on-4 (plus a goaltender in full goalie equipment)
- Game format: two periods with a run-time clock, not to exceed 60 minutes total.
- Minimum of one official per game.
- Timed buzzer for line changes:
  - Game does not stop; players change on the fly at buzzer.
    - If there are fewer than four players on the bench, the active player designated to stay out for the following shift must return to the bench area prior to continuing play.
    - On the buzzer, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice.
  - Shift length will not exceed two minutes.
  - Incidental contact may happen, but body-checking is not permitted.
  - No icing or offside.
  - Face-offs to start each half.
  - Change of possession:
    - Continuous play – when whistles lead to a change in puck possession, the official will signal the attacking players to back off three metres. Once the attackers have moved back, play may resume as soon as the possession team has control of the puck.
    - Goaltender freezes the puck – the official blows the whistle to indicate the attacking team backs off three metres and the defending team gets possession.



- Puck shot out of play – the offending team backs off three metres and the official gives the non-offending team a new puck.
- Blue puck (4 oz) or black puck (6 oz). (BOTH ARE ACCEPTABLE)
- Net size – 2x3, 3x4, 4x6. (ALL ARE ACCEPTABLE)