



BMHA 2023 SPRING BLAST Tournament Rules and Regulations

All teams participating in this tournament will follow the rules and regulations.

The referee's decisions are final.

Compliance:

1. All rules set forth by Hockey Canada, BC Hockey, and PCAHA will apply.
2. Unless approved by the tournament committee, teams must consist only of players who are included on the team roster sent into the tournament registrar.
3. Affiliate players may be added as per rules of PCAHA and BC Hockey. Submit names of affiliates and permission to the registrar for verification prior to use of those players.
4. Teams will be allowed up to four (4) Hockey Canada Roster officials and up to seventeen (17) rostered or approved affiliate players in the designated bench area during the game. All teams must have a minimum of six (6) players to start the game.
5. CSA approved facemasks, helmets, and BNQ approved throat protectors are mandatory. All players including back-up goaltenders must wear full equipment at all times when on the ice or in the bench area.
6. All tournament games will either be recorded or live streamed to the BMHA Spring Blast youtube page (<https://www.youtube.com/@springblasttournament>). Participation in the tournament implies willingness to be recorded. If any player is not comfortable being recorded, please do not participate in the tournament.

Pre Game Rules:

1. All teams must be ready to start playing 10 minutes prior to the scheduled time. Any team not ready to play 5 minutes after the designated start time shall forfeit the game as a 3 – 0 score.
2. Dressing rooms will be assigned. Teams must provide their own locks. Please ensure rooms are kept tidy, leaving no garbage or markings on the walls. BMHA and Burnaby Parks & Recreation are not responsible for any lost or stolen items.
3. Home teams will wear dark colour jerseys and Away teams will wear light colour jerseys.
4. Team officials are responsible for the accuracy of the score sheet for each game. Team officials are also responsible for the conduct of their players and parents and fans on and off the ice while in the tournament facilities.
5. Scheduling constraints may not permit for replay or reschedule of any game or portion thereof. If for any reason beyond the tournament committee's control a game cannot be played, there will be no refunds and the game will result in a 1-1 tie.

Game Rules:

1. NO TIMEOUTS will be permitted.
2. All referees will be carded and a two-official system will be used during round robin and a three-official system will be used during playoffs. The Decisions of the referees and off-ice officials are FINAL. There is a strict NO HARASSMENT POLICY of officials from players, team officials, and fans. As per PCAHA rules, inappropriate conduct by team officials and fans may result in a bench minor for the team. There are no protests allowed. Anyone who treats any officials in a disrespectful manner may be banned from the tournament at the tournament committee's discretion.
3. All Major, Match penalties, and Game Misconducts will be adhered to as per PCAHA and Hockey Canada rules and regulations.
4. The first 4 games for all teams will be a round-robin style tournament to establish playoff rankings. There will be no overtime in round-robin play. There will be a 3-minute (for U11) and 5-minute (for U15) warm-up. For U15, the game will consist of three 15-minute periods where possible, assuming the scheduled time will not be exceeded. For U11, the game will consist of three 12-min periods where possible. If scheduling does not allow for a full time (15 min or 12 min) third period the referee will reduce the stop time minutes to half the remaining scheduled ice time in the third period. Note that the game time will end 10 minutes before the scheduled time to allow for the 5 puck shootout challenge at the end.
5. There will be no ice cleans between periods.
6. There will be a shootout after every round robin game. There will be 5 pucks placed on each blue line and the first team to score 5 goals wins the shootout challenge.
7. In order to efficiently use the time allocated for each round robin game, the following format will be used:
 - a) Complete the game
 - b) All players go back to their bench.
 - c) Referees place 5 pucks on the blue line (spaced identically for both teams)
 - d) Referee blows whistle to start the shoot out challenge
 - e) After a team wins the shootout challenge, they teams are to line up and shake the opposing team's hands and the on ice officials
 - f) Teams line up on their blue line to do MVP award ceremony
8. All playoff round games will have a 1 hour 15 minutes long (for U11) and 1 hour 30 minutes long (for U15) timeslot. 15 minutes are reserved for overtime/shootout. The regulation game time for U11 games should be 1 hr and U15 should be 1 hr and 15 min long.
9. If tied after regulation time in both Semi-finals and Final games, a five-minute, stop time, 4-on-4 sudden victory overtime will be played.
10. If the teams are still tied, a three-player shootout (NHL style) will determine the winner of that game. If there's no winner after 3 players, the shootout keeps going until there's a winner. A player cannot go again until every player on the bench has an opportunity to shoot.

Standings:

1. For U11, there will only be one pool. The top 4 teams will play a semifinal round to determine who plays for Gold and Bronze. The 6th and 7th place teams will play each other to determine who plays the 5th place team for the final consolation game.

Semi-finals:

SF1: 1 vs 4

SF2: 2 vs 3

SF3: 6 vs 7

Team 5 gets a bye

Finals:

Gold: Winner of SF1 and SF2

Bronze: Loser of SF1 and SF2

Consolation: 5 and Winner of SF3

For U15, the 8 teams will be divided into two pools. The top 2 teams from each pool will play each other to determine who plays for Gold and Bronze. The bottom 4 teams will play each other to determine who plays in the final consolation games.

Semi-finals:

SF1: PoolA-1 vs PoolB-2

SF2: PoolA-2 vs PoolB-1

SF3: PoolA-3 vs PoolB-4

SF4: PoolA-4 vs PoolB-3

Finals:

Gold: Winner of SF1 and SF2

Bronze: Loser of SF1 and SF2

Consolation1: Winner of SF3 and SF4

Consolation2: Lower of SF3 and SF4

2. Team rankings will be determined as follows:

2 points for a win

1 point for a tie, and

0 points for a loss

Ranking will be by most points obtained (for U15) and best points percentage (for U11).

Tie breaker rules for U15:

- a) Head to head (if two teams are tied)
- b) Most Games Won
- c) Most Goals scored
- d) Fewest Goals Allowed
- e) Goal differential
- f) Penalty Minutes

- g) If a tie remains, the tournament director will do a coin toss.
- Tie breaker rules for U11:
- a) Head to head (if two teams are tied)
 - b) Winning percentage (wins / games played)
 - c) Goals scored percentage (Goals for / games played)
 - d) Goals against percentage (Goals against / games played)
 - e) Goal differential percentage (Goal differential / games played)
 - f) Fewest penalty percentage (Penalty minutes / games played)
 - g) If a tie remains, the tournament director will do a coin toss.
3. All ranking, scheduling, and formats are subject to change according to available ice and the tournament committee shall have the final say
 4. Official tournament results are posted on Teamsnap Tournaments.