



## Pacific Elite Prospects Showcase Series Tournament Rules

### 1. COMPOSITION OF TEAMS

Each team may register 20 players. 18 skaters plus two goaltenders may dress for each game. A maximum of five team leaders (Coaches/Manager/Trainers) will be allowed on the team bench during a game.

### 2. TEAM ROSTERS

The roster as submitted on each team's first tournament game sheet will be considered **FINAL** and those players listed on the first game sheet of the tournament will be the **ONLY** players allowed to compete for the duration of the tournament. Coaches and managers should be included on final roster.

Each team must submit an online roster of players eligible to play in the PEP tournament. All changes to the online roster **MUST** be made prior to the first game, otherwise stats for your team will not be kept, and this includes correct jersey assignments as well (see rule 4).

Players are only allowed to be on a roster of 1 team, per age group, per weekend. A player may participate in their own age group and an older age group, but may **NOT** participate in two divisions of the same age group (ie. A 2004 born player, may participate in only one 2004 division, and participate in only one 2003 division).

Birth certificates for all players must be carried with the team and be available for inspection upon request. If a player is unable to produce their birth certificate upon request, he or she will be unable to participate for the remainder of the tournament. Teams must provide proof of insurance at tournament check-in along with their waivers completed online.

### 3. DRESSING ROOMS

Dressing room assignments will be posted each day on the main board in each arena. Any damage to a dressing room will be charged to that team (if you see any damage when you first enter your room please contact the arena attendant). **PEP is not responsible for lost, damaged or stolen property.**



#### 4. HOME & VISITING TEAMS

The first team listed is the HOME team and will be identified on each schedule. **ALL TEAMS MUST HAVE A SET OF BOTH LIGHT AND DARK JERSEYS.** The home team will wear **LIGHT** colored jerseys and the away team will wear **DARK**.

#### 5. COMPLETING THE GAME SHEET

Starting line-ups will not have to be identified, however the **starting goaltender must be circled on the game sheet.**

#### 6. GAME STARTS

Teams **MUST** be prepared to play **15 minutes** prior to the scheduled start time.

#### 7. ON ICE OFFICIALS

All referees and linesmen are approved and are under the direction of Tournament Committee.

#### 8. PRE-GAME WARM-UP

Teams will be allowed a **(3)** three-minute warm-up at the beginning of the game. If the tournament is running behind the allotted time, warm-up time will be reduced. Teams must stay on their side of the center red line.

#### 9. ORDER OF LEAVING THE ICE

The referee shall determine which team leaves the ice surface first.

#### 10. ICE FLOODS (2004)

Ice floods will occur after every two periods of play, which will commence with the next game of the day. Teams will be given a 10-minute break while the flooding is done. When there is no flooding between periods, each team will be given a one-minute break. For games that are starting with no flood, teams should be ready to begin their warm-up immediately following the preceding game. **In the 2005 to 2010 division all games are 3x15min.**

#### 11. MANDATORY EQUIPMENT

Helmets and full-face protectors are mandatory for all players. The use of neck guards and mouth guards will be mandatory based upon the rules of your home province or state. Players not conforming to these standards will not be allowed to play until the required equipment is in place. If a player, except a goaltender, loses his or her helmet during the play, that player must immediately stop and pick up his or her helmet and put it on, or leave the ice surface. All helmet straps must be reconnected prior to re-entering the game. If a goaltender loses his/her facemask play will be stopped immediately.



## 12. ALTERNATE GOALTENDER

All alternate goaltenders are required to wear protection while the game is in progress. If a team changes their goaltender, no warm-up is permitted.

## 13. MERCY RULE

Should a team have a lead of five goals or more at the start of the second period, running time shall apply. Should this lead revert back to four goals or less, stop time will resume. This mercy rule will apply to ALL games of the tournament.

## 14. PENALTIES

The clock will not be stopped during straight time (i.e. when the mercy rule is in effect) while the referee deals with any penalties.

(a). *Penalties during Stop-Time:* Minor: Two (2) minutes - Major: Five (5) minutes - Misconduct: Ten (10) minutes

(b). *Penalties during Mercy Rule:* Minor: Two (2) minutes. Major Five (5)minutes

**Any player who receives four total penalties in one game will be ejected for the remainder of that game.**

## 15. ROUND ROBIN PLAY

If at the end of regulation time, the teams are tied, there will be 4min, 4on4 (3 players and a goalie) overtime in the Round Robin games, and a 3 man shoot out if necessary. Points will be awarded as follows: Three (3) points for regulation Win, Two (2) points for an OT or shoot-out Win, One (1) point for a OT or Shoot Out Loss, Zero (0) points for a regulation loss.

OT Goalie pulling: If a team pulls their goalie in the OT creating a man advantage with 4 on 3, should the other team score on the open net, then the team that pulled their goalie will forfeit their 1 point for OT loss.

## 16. PLAYOFFS

The playoff format will be adjusted to reflect the number of teams in each division. The seeding of teams will be based on where they ended up after round robin play.

### Tie Breaking for seeding and advancement final rounds:

1. Head to Head Competition
2. Wins
3. Basic Goal Differential (GF - GA)\*
4. Lowest Goal Against (total ACTUAL Goals Against)
5. Most Goals For
6. Coin Toss

\*Maximum Goal Differential to be awarded is SEVEN GOALS



## **Seeding formats:**

All divisions will be seeded and updated after round robin play, to play playoffs, semis and championship games, as well as any consolation games as needed to ensure all teams get their 5 game minimum.

### **17. OVERTIME IN PLAYOFFS**

If teams are tied at the end of regulation time, there will be a one-minute break with no ice flood. Teams will not change ends. After the one-minute break, five minutes will be put on the clock and played out at stop time with three skaters and a goalie on each side. The first team that scores shall be declared the winner at any point during the overtime. If there is still a tie after the overtime minutes are played, there will be a shootout to declare the winner. The shootout rules are as follows:

Each team will pick three players. The visiting team will shoot first and alternates to home team until all three players have taken their turn. If a winner is not declared, then each team will choose one player at a time to shoot until a player scores at the end of the rotation. **ONLY PLAYERS THAT HAVE NOT BEEN PREVIOUSLY SELECTED WILL BE ALLOWED TO SHOOT. Each player on your entire team must shoot before reusing a previous player** (except goaltenders). This will continue until a winner is declared. If there is a penalty near the end of overtime, the penalty will carry into the next overtime period.

### **18. TIE IN STANDINGS**

Total points shall determine team standings as set out in Rule 15. To determine team standings in the event of a tie in points, the following criteria shall be used: (1) the winner of the game between the two tied teams shall be deemed the winner. In the event of a tie between more than two teams, this tie breaking criteria shall not apply in any circumstances. (2) If still tied after the first criteria, or if the first criterion is not applicable, the team that has the most wins at the end of the round robin play shall be deemed the winner. (3) If still tied after the most wins criteria, the best plus minus goals to a max of + 7 and - 7 per game shall be deemed the winner. (4) If still tied after the plus minus criteria, the least goals against shall be deemed the winner (total goals against during round robin play). (5) If still tied after the least goals against criteria, goals for shall be deemed the winner (total goals for during round robin play). If no winner is declared after the goals for criteria, there will be a coin toss to declare a playoff spot.

### **19. ICING**

Regular icing rules will apply, the no touch rule will be in effect.

### **20. RED LINE**

There will be NO red line or centerline for offside passes.



## **21. GAME PLAY**

The tournament committee reserves the right to adjust the playing time of any game. All teams affected will be advised of the time adjustments. The tournament committee has the right to suspend play in any game.

## **22. BODY CHECKING**

There will be NO body checking allowed in the follow age groups:  
2006/2007/2008/2009/2010/2011

## **23. SLAP SHOTS**

Will be allowed in all levels.

## **24. STICK MEASUREMENTS**

Absolutely no stick measurements at any time.

## **25. TIME OUTS**

Each team will be allowed one-30 second time out per game.

## **26. COINCIDENTAL PENALTIES**

If coincidental penalties are called, NEITHER team will skate short-handed.

## **27. CHECKING FROM BEHIND**

A player may receive either a two or five-minute penalty. If a two-minute or five-minute penalty is assessed, the player will receive an additional 10 minute penalty or a game misconduct at the discretion of the referee. However, if the player gets ejected from the game within the last ten minutes of the third period, they will receive a one game suspension. Tournament Committee will have final say in all decisions.

## **28. MATCH PENALTY/GROSS MISCONDUCT**

Any player assessed a match penalty (A deliberate attempt to injure by spearing, butt-ending, slashing, cross-checking, etc.), or a gross misconduct will be subject to the tournament committee ruling before the next scheduled game.

## **29. PROTESTS**

Will only be allowed when the eligibility of player is in question under the following circumstances. (a). If the athlete plays in an age division where he/she is too old. This rule applies to all the teams entered in the tournament. All protests will be dealt with by the committee. Teams found in violation of these rules will result in the athlete being disqualified from the rest of the tournament. The team in violation will have the games that the illegal player participated in recorded as a loss of 1-0. A team affected who lost or tied against the team in violation will receive an official



score of 1-0 and receive 2 points. Protests must be completed prior to the playoff brackets being determined. Under no circumstances will protests be allowed after the round robin portion of the tournament is over. **All other protests will NOT be allowed.**

### **30. PROTOCOL**

No family members or parents and players are allowed to approach tournament committee or officials with questions or comments. Any parents/family members and fans that become disrespectful during a game or the duration of the tournament will be removed from the arena.

### **31. FIGHTING**

Any type of fighting will result in an **automatic two game suspension**.

### **32. GAME RESULTS**

**All teams should use the tournament website for final game results. Do NOT go by rink boards for final accurate scores.** It is the responsibility of each team to know where they stand before a tiebreaker game. Tournament will NOT be responsible if a team does NOT check tie-breaking rules. If unsure please ask Tournament Committee, but the Tournament Committee will NOT project tie-breaking scenarios and outcomes. **It is the responsibility of each team to contact tournament committee if their score is not properly recorded on the tournament website. Tournament committee MUST be contacted within two hours from the time the game is completed if there is an error that must be changed.** Accuracy of player names and numbers on roster are the responsibility of the team manager/coach or representative, as entered within the team Dashboard. Stats are added online direct from game sheet as per info provided by officials, should there be any correction to stats for players, these will ONLY be accepted within 15min after game completed from team official. NO adjustments or corrections will be made to stats, if requested by parent or non-official persons. Player stats are 1 point for a goal and 1 point for an assist. Goalie stats will be based on wins and goals against. No shots on goal will be recorded.

### **33. HOTELS**

All out of town teams MUST use tournament sponsored hotels as advertised on tournament website.

### **34. REFUNDS**

There are absolutely NO team registration refunds for any reason.

### **35. FORFEITING GAMES**

The tournament will not be held responsible if for some reason a team decides to



forfeit a game. If a game is forfeited, the winning team will receive a +7 and the losing team will receive -7 for plus/minus purposes.

### **36. INSURANCE**

All teams must carry a minimum of \$2 Million dollars in team liability insurance and the tournament committee **MUST** have a copy of their team insurance before the start of the tournament. No Insurance, No Play!!

### **37. COACHES**

Coaches **MUST** treat officials with respect. Inappropriate behavior can result in a coach being suspended from the tournament with the discretion of the tournament committee. Any coach who is intoxicated during game play or while communicating with tournament committee or officials, will be removed from the tournament facility.

### **38. INJURED PLAYERS ON BENCH**

Any injured player that appears on the bench during a game **MUST** wear a helmet.

### **39. WARM-UP PUCKS**

Will **NOT** be provided by PEP.

### **40. TOURNAMENT COMMITTEE**

The tournament committee has the final say in all decision issues. **If there are any mishaps during the tournament, the tournament committee is NOT held responsible.** If flights are delayed or cancelled, changes to the tournament schedule will **NOT** be made. If there is a breakdown at a rink facility, the tournament committee has the right to shorten **ALL** game lengths. Floods between periods and games may be eliminated.

