

2018 CRUSHER CUP - TOURNAMENT RULES

Our Crusher Cup tournament is for the enjoyment of everyone involved, including the players, their families, and their fans. We want to emphasize good fun, fair play, and sportsmanship. Please respect the officials and the following rules throughout the tournament.

1.0 - GENERAL

Except where otherwise stated, all Hockey Canada, Hockey Alberta and Edmonton Minor Hockey rules apply. All players must comply with criteria for the age/date of birth relevant to the different divisions.

Any match or fighting penalty will result in players and/or coaches immediate suspension from the tournament.

Abuse directed toward the Game or Tournament Officials will not be tolerated. Abusive individuals may be asked to leave the Arena, if deemed necessary and/or may be suspended from the tournament.

Disciplinary matters will be referred to the Disciplinary Committee who will rule on the matter as soon as possible. The Disciplinary Committee members can be reached by emailing the Tournament Director at pstone@icecrusher.ca. The decision of the Disciplinary Committee is final.

1.1 - TEAM ROSTER

You must maintain a Team Roster that includes a valid copy of all Birth Certificates for every player on the team. Tournament Officials may request this information at any time during, before and after the tournament. The official roster of each team is identified by the players' names that are documented on the game sheet for the team's first game. Only players defined on this game sheet can play in the Crusher Cup. You may not dress more than 18 players.

1.2 - SCORE KEEPERS

The tournament will provide Score Keepers.

1.3 - TEAM COLOURS

The expectation is that the Home Team wears their White Jersey and the Visiting Team wears their dark jersey. In some situations, teams may only use a single uniform. In these situations, and in the event that it is difficult to distinguish one team from the other, the Tournament Director reserves the right to request that either team change their jersey. Please be prepared by bringing both your Home and Away jerseys to all games.

1.4 - GAME LENGTH AND FORMAT

Be prepared to start all games 10 minutes early. Some games will end early and coaches, players and officials need to be prepared to take the ice once the Zamboni has cleared the ice.

The Zamboni will only clear the ice after each game and the ice will not be cleared during any of the games. A one-minute intermission will occur between all periods.

If a team is unable to start the game ten minutes after its scheduled start time (excluding delays relating to sections 1.3), they will forfeit the game. A final ruling for this is will be made by the Tournament Director.

All goals shall be recorded on the game sheet and shall count towards each team's total (for and against). This is

required in the event of a tie breaker in the overall standings of each division. There shall be a goal differential of no greater than 5 shown on the scoreboard.

2010 and 2011 Age Group games will include a three-minute warm-up followed by Three - Sixteen Minute – Stop Time Periods.

2009, 2008 and 2007 Age Group games will include a three-minute warm-up followed by Three - Eighteen Minute – Stop Time Periods.

The clock will continue to run in all games where the margin of victory is 5 goals or greater.

2010 and 2011 Age Group games are scheduled with 75 minutes time slots.

2009, 2008 and 2007 Age Group games are scheduled with 90 minutes time slots.

When 5 minutes of scheduled ice time remains and more than 2 minutes of game time remains in the third period, the clock will be reset to 2 minutes. Games cannot run past their allotted times.

1.5 – FUN & FAIR PLAY (3 GOAL MAX / PLAYER / GAME)

The Ice Crushers and the Crusher Cup encourage good sportsmanship among players and coaches alike. We support coaches that provide equal opportunity for all their players and discourage strategies that do not promote growth and development for all children attending tournaments. Shortening the bench and running up the score is discouraged. Each player is permitted to score a maximum of three goals per game. Any additional goals scored by a player that has already scored 3 goals during the game will be struck from the game sheet and will not count toward the game's final score. The resulting faceoff will occur at center ice.

1.6 - GAMES TIED AT END OF REGULATION (2007, 2008, 2009, 2010 and 2011 Teams)

The following overtime format applies:

All games tied during Round Robin play (Friday and Saturday) will end as a tie and no Overtime or Shootout will occur.

All games tied during the Playoffs (Sunday Only) will proceed with a three minute, 3 on 3, sudden death Overtime Period.

If games are still tied after Overtime then a 3-player Shoot-Out will occur, with each Player shooting once. The Home Team shall go first.

All players except the shooter and opposing goalie must be on the bench.

If the game is still tied after 3 shooters, the teams continue to take alternate shots until there is a winner. Every player on the team must shoot once before any player is allowed to shoot again.

In the unlikely event that the game is still tied after all players on a team have taken a turn, shooting players will take turns shooting again until the game is decided. The original order does not have to be maintained.

Timekeepers must record each shoot out goal on the game sheet as SO in place of time scored

1.7 - DIVISION STANDINGS

All divisions with **Four Teams** will play a three game round robin format. After the round robin play, the teams will play their last game based on their standings for all four teams:

All divisions with **Six Teams** will play a modified round robin format. After the round robin play, the teams will play their last game based on their standings for all eight teams:

Game 10: FIFTH PLACE GAME: Sixth Place Team (Away) vs. Fifth Place Team (Home)

Game 11: BRONZE METAL GAME: Forth Place Team (Away) vs. Third Place Team (Home)

Game 12: CRUSHER CUP / GOLD METAL GAME: Second Place Team (Away) vs. First Place Team (Home)

All divisions with **Eight Teams** will be randomly split into two, four team pools with each team playing the other three teams in their pool. After the round robin pool play, the teams will play their last game based on their standings for all eight teams:

Game 13: SEVENTH PLACE GAME: Eighth Place Team (Away) vs. Seventh Place Team (Home)

Game 14: FIFTH PLACE GAME: Sixth Place Team (Away) vs. Fifth Place Team (Home)

Game 15: BRONZE METAL GAME: Forth Place Team (Away) vs. Third Place Team (Home)

Game 16: CRUSHER CUP / GOLD METAL GAME: Second Place Team (Away) vs. First Place Team (Home)

NOTE: For **Four, Six and Eight Team** tournaments, points will be awarded in the round robin as follows:

- Win - 2 points,
- Tie - 1 point
- Loss – 0 points

1.8 - RANKING RULES

If teams are tied with points at the end of round robin play, the tie is broken based on the following ranking rules in order. This will also be used to determine the ranking for all Playoff games (if required):

- First: the head to head record of the two teams against each other (if two teams are tied).
- Second: overall goal differential for all the round robin games
- Third: lowest goals against
- Four: a coin toss

1.9 - PLAYER OF THE GAME AWARDS

Following each game and after the traditional handshake, coaches are to direct their players to line up on their respective blue lines. Players are to keep helmets and gloves on. At center ice, a coach from each team will give one "Player of the Game" prize (provided by the tournament) from the opposing team.

No player should be awarded more than 1 "player of the game" (POTG) prize during the tournament. Please consult with opposing coach before finalizing your selection to avoid a player receiving two POTG prizes during the tournament.