



General Tournament Rules

1. Teams/Coaches are to be ready to play 30 minutes prior to scheduled game time. If we can start a game early, we will. We will use the Teamsnap App to communicate any changes to game starts/schedules and we encourage all teams to subscribe to this tournament app. These rules and other relevant information will be posted to our website, fundyfemalehockey.ca

Here are the instructions to do download the app.....

 - A. Download the Teamsnap Tournament app from your app store. This will enable you get schedule information, alerts and scores in real time.
 - B. In the app sign in using your email address and follow our tournament, The Kraken Kup.
 - C. Search for your team. Then you will be able to see division schedules, you can get scores and notifications.
 - D. You can also see results on the web using this link, <https://events.teamsnap.com/events/17209/results/division>
 - E. Please note that you will not receive real-time alerts unless you are on the app.
2. Player of the Game to be awarded at the end of each game. Coaches of their team selects the player. We have a custom Kraken MVP cup and a 6" Subway sub for player of the game.
3. Teams will play 3 periods of 12-minute stop periods per game.
 - a. **Mercy Rule in effect for all games (round robin, cross-over and finals):** If there is a 5 goal spread at the beginning of, or any time during the 3rd period, straight time will commence. In this case straight time will continue even if the 5 goal spread changes.
4. The tournament committee reserves the right to suspend or remove any coach, player, or spectator if it is deemed that their behaviour is inappropriate. Code of Conduct guidelines are in place in all rinks. The Kennebecasis Valley Police Force will be called for assistance.
5. Hockey NB regulations will be in effect as well as:
 - a. Players/Coaching Staff awarded 5 minute majors for any of the following will be barred from further participation in the tournament:
 - i. Match penalty
 - ii. Gross Misconduct
 - iii. 5 minute checking from behind
 - iv. Fighting
6. Any coach or team official receiving a game misconduct under 9.2 of the Hockey Canada Rules (abuse of officials) may receive a tournament suspension along with any other sanctions from Hockey NB or their respective Provincial body.

7. All minor penalties 2 minutes unless operating under straight clock time where 3 minutes will be awarded for minor penalties.
8. The tournament committee reserves the right to call any game at any point in the game that is, in their opinion a travesty to the game.

Round Robin Play

1. All Teams play at least 3 games. We require selected teams to play a 4th game that will not count for their standings and this game is designated before the tournament starts.
2. Teams will play 3 periods of 12 minute stop periods per game.
3. There are no timeouts permitted during the round-robin games. Should any coach extend the time between periods in the attempt to have a time-out, the head referee will give one warning and then will give a delay of game penalty to that team if they do not adhere to the warning. That team will start that period a player short for 2 minutes.
4. Teams will be awarded game points as follows
 - a. 2 points for a win
 - b. 1 point for a tie
 - c. 0 points for a loss
5. Tiebreaker Rules – The following rules will be used in sequence and will only continue if teams are still tied.
 - a. Head-to-head games will not be counted in tiebreaker calculations.
 - b. The team with the most wins will gain the higher position.
 - c. The highest goal average of a team will gain the higher position and is calculated as follows:
 - i. Total number of goals divided by the number of goals for and against. **NOTE: That a maximum of a 5 goal differential per game will be used in this calculation. See example below.**

	Game Goals		Goals for Goal Average Calculation	
	For	Against	For	Against
Game #1	6	2	6	2
Game #2	10	1	6	1
Game #3	1	3	1	3
			For	Against
		Totals ==>	13	6
Goal Average = Goals For/(Goals For + Goals Against)				
		Goal Average =	0.684211	

- d. The team with the least amount of penalty minutes gains the higher position.
- e. The team with the least goals against will gain the higher position.
- f. If after all the above rules have been applied there are still two or more teams tied, their team names shall be placed in a container and drawn in sequence by the tournament

coordinator. The first drawn will gain the higher position, and each team in sequence from there.

Crossovers – 1st vs. 4th and 2nd vs. 3rd

1. Prior to game commencement, coaches will provide a sequential list of players for possible shootout. This list is to be given to the timekeeper official in the score box, this will be recorded on the scoresheet and then it will be handed over to the head referee.
2. Tiebreaker Rules
 - a. If at the end of regulation time the teams are tied there will be a shootout. The shootout will be the best of the first 3 shooters and then go to sudden death shootout between matching players of each team.
 - b. The players will shoot in the sequence provided by the coach until the tie is broken. If the end of the list is reached, players are selected from the roster without duplicating shooters until the tie is broken. The list can only be restarted once all players other than goalie have taken a turn.
3. There are no timeouts permitted during the cross-over games. Should any coach extend the time between periods in the attempt to have a time-out, the head referee will give one warning and then will give a delay of game penalty to that team if they do not adhere to the warning. A delay of game penalty will be given to that team. They will start that period a player short for 2 minutes.

Finals

1. These games will have a 5 minute sudden death overtime period following regulation time. If the game is still tied after the 5 minutes, the game will be decided by a shootout as described in the Quarter finals.
2. One 35 second time out will be allowed in the Final Championship games during regulation game time only.