



General Tournament Rules

These rules and other relevant information will be posted to our website, fundyfemalehockey.ca

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.

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

- Download the TeamSnap Tournament app from your app store. This will enable you get schedule information, alerts, and scores in real time.
- In the app sign in using your email address and follow our tournament, The Kraken Kup.
- Search for your team. Then you will be able to see division schedules, you can get scores and notifications. Click your team and add as a favourite!
- You can also see results on the web, TeamSnap Tournaments under The Kraken Kup 2022
- 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. The coach of each team will select the player of the game for **THEIR** team. Fundy Female will provide player of the game awards.

3. Teams will play 3 periods of 12-minute stop-time per game.

- **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 Local Police Force will be called for assistance, if necessary.

5. Hockey NB regulations will be in effect as well as: a. Players/Coaching Staff awarded 5-minute majors for any of the following and 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 are 2 minutes in duration 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 if the game is deemed, in their opinion, a travesty to the game.

9. All decisions by the on-ice officials are final, and no game shall be protested due to a decision made by an on-ice official

Round Robin Play

1. All Teams play at least 3 games. Where a team is required to play a 4th game due to the configuration of the division, one game will not count for their standings and will be selected at random. The game that will not count will be the first of the 4 games played of the round robin.

2. Teams will play 3 periods of 12-minute stop time 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 and be issued a delay of game penalty.

4. Teams will be awarded game points as follows

- 2 points for a win
- 1 point for a tie
- 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 for divided by the number of goals for plus goals 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 and there are still two or more teams tied, the team names shall be placed in a container and drawn in sequence by one of the tournament coordinators. The first drawn will gain the higher position, and each team in sequence from there.

Semi-Finals/Crossovers

1. Regulation Tie

- If teams are tie at the end of regulation time in a semi-final or crossover game, there will be a shootout. The shootout will be the best of the first 3 shooters and, in the event the game remains tied, will go to a best of 1 shooter.
- The home team will choose if they wish to be the first team to shoot or the second.
- The first 3 players will be determined prior to the shootout and will shoot in the sequence provided by the coach. All players, excluding goalies, must shoot, before any player can shoot for the second time.
- If all players shoot and the game remains a tie, the sequence of shooters must remain the same until the tie is broken.

2. 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.

3. Divisions with 4 teams, 1st place gets a bye to the final, 2nd place plays 3rd place in a semi-final game. The top two teams will play in the final. Should there be a tie, tie-breaker rules as listed above would apply to determine the results.

Finals

1. Regulation Tie

- If the teams are tied at the end of regulation, there will be a 3 vs 3, 5-minute “sudden death” overtime period.
- If the game is still tied after the 5 minutes, the game will be decided by a shootout as described in the Crossovers / Semi-Finals

2. One 35 second time out will be allowed in the Final Championship games during regulation game time only