



Dear Coaches and Team Managers,

Welcome to the 2014 Alliance Invitational Spring Hockey Tournament! We are thrilled to host your team for what promises to be an elite weekend of spring hockey. Our goal is to provide a highly competitive and safe environment where players can showcase their skills and passion for the game.

Please review the enclosed rule sheet carefully with your staff and players to ensure a smooth weekend for everyone involved.

Team Conduct

- Our tournament expectations are for all participants to exhibit exemplary conduct both on and off the ice. Misconduct will result in immediate and permanent disqualification from the tournament.
- The tournament will be played under the U13 Hockey Alberta and Hockey Canada rules and guidelines. Full equipment regulations will be enforced.
- Jerseys: Home team wears dark jerseys unless otherwise coordinated. Teams must confirm jerseys 30 minutes before each game.

Tournament Website

- The schedule, standings, rosters, stats and results can be found online at www.alliancehockey.ca

Team & Roster Regulations

- Roster Size: Maximum 20 players per game (18 skaters + 2 goalies). No roster changes once the tournament starts.
- Goalies: If a team's only goalie is injured, a player must substitute.
- Overage Players: Only allowed with tournament coordinator approval.
- Underage Players: Permitted.
- Illegal Players: Teams using ineligible players forfeit affected games. The opposing team receives a 1-0 win.

Check-In Requirements

- Please ensure your team is checked in at the tournament desk at least 45 minutes prior to your first game. Team rosters must be verified at this time. No players may be added to the roster after the first game has commenced.
- Warm-up and Game Pucks will be provided for all games.

Player Awards

- The Coaching Staff will pick their own player for Game MVP's following each Round Robin Game. Please line up on the blue line and conduct your own awards.

Raffle Table

- A Raffle Prize Table will be set up on Friday and Saturday with items for the players and parents.

If you have any questions, please feel free to text or call me anytime.

Taylor Stiles
780.387.1991

OFFICIAL TOURNAMENT SCHEDULE

2014 Alliance Invitational Spring Hockey Tournament



Friday May 8	Time	Aspen Arena Leduc	Time	Wilhauk Arena Leduc
	10:30am	Young Kings at Canadian Crushers	10:45am	Wolves at Caps
	1:00pm	Alliance at Lakeland	1:15pm	Saskatoon Jr. Royals at Longhorns
	3:30pm	Canadian Crushers at Wolves	3:45pm	Young Kings at Caps
	6:00pm	Longhorns at Alliance	6:15pm	Lakeland at Saskatoon Jr. Royals
Saturday May 9	Time	Aspen Arena Leduc	Time	Chemco Arena Leduc
	1:00pm	Caps at Canadian Crushers	12:45pm	Wolves at Young Kings
	3:30pm	Saskatoon Jr. Royals at Alliance	3:00pm	Lakeland at Longhorns
Sunday May 10	Time	TBD - Wilhauk or Aspen	Time	TBD - Wilhauk or Aspen
	8:00am	4th B at 3rd A	8:00am	4th A at 3rd B
	10:30am	2nd B at 1st A	10:30am	2nd A at 1st B
	1:00pm	Consolation Final	1:00pm	Consolation Losers
	3:30pm	Championship Game	3:30pm	Bronze Final

Home Team: Home Team is listed second on this tournament schedule. On the Website Home Team is List first.

Final Games: Home Team is decided by highest round robin point total. If tied the teams will flip a coin.

OFFICIAL TOURNAMENT RULES

2014 Alliance Invitational Spring Hockey Tournament

1. Game Format

- **Warm-up:** 5 minutes.
- **Periods:** Three (3) 20-minute stop-time periods.
- **Floods:** There will be an ice flood between every period and before every game.
- **Timeouts:** One 30-second timeout per team is permitted in all games.
- **Mercy Rule:** If the goal spread is 7+ the clock will run. If the game goes back to a 6-goal spread return to stop time.

2. Standings & Points

Points will be awarded as follows for all Round Robin games:

- Two (2) points for a Win
- One (1) point for a Tie
- Zero (0) points for a Loss

3. Tiebreaker Rules (Round Robin)

If teams are tied in points at the end of the Round Robin, the following criteria will be used:

If two (2) teams are tied:

- (A) The winner of the round-robin game between the two tied teams gains the highest position.
- (B) If the two (2) teams are still tied, then the team with the best goal average gains the highest position.
 - The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for and against.
 - NOTE: **All round-robin games are included.**
 - Example: For = 10 goals Against = 4 goals
 - $10/(4+10) = .714$
 - $10/14 = .714$
 - The highest percentage gains the highest position.
- (C) If the two (2) teams are still tied the team with the least number of minutes in penalties throughout all of the round-robin games gains the highest position.
- (D) The two teams are still tied a single coin toss will determine which team gains the highest position.

If three (3) teams or more are tied:

- (A) Head to Head: the point total established in the games **AMONG THE TIED TEAMS ONLY** will be used as the first tie breaking formula in deciding which team(s) will advance.
- (B) If teams are still tied, then the team with the best goal average **IN THE GAMES BETWEEN TIED TEAMS** gains the highest position.
 - The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for and against **IN THE GAMES BETWEEN TIED TEAMS**
 - NOTE: Not all round robin games included.
 - Example: For = 10 goals Against = 4 goals
 - $10/(4+10) = .714$
 - $10/14 = .714$
 - The highest percentage gains the highest position. If all three percentages are different for the three (3) teams that are tied, then first (1st), second (2nd) and third (3rd) place is decided with the highest percentage gaining first (1st) place and the lowest percentage gaining third (3rd) place. The tie-breaking procedure will not go back to two teams tied.

- (C) If teams are still tied after then the team with the best goal average in **all round robin games** gains the highest position.
- The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for and against
 - NOTE: **All round-robin games are included.**
 - Example: For = 10 goals Against = 4 goals
 - $10/(4+10) = .714$
 - $10/14 = .714$
 - The highest percentage gains the highest position.
- (D) If two teams or more are still tied, the team(s) to qualify would be the team(s) that receive the least number of minutes in penalties throughout all of the round-robin games.
- (E) If teams are still tied, a coin toss will determine the highest positions. For the coin toss involving three (3) teams tied, all three teams will each toss a coin. The team that tosses the first odd coin is declared the first (1st) place position of the three tied teams. The two (2) remaining teams will determine which team gains the highest position by a single coin toss.

4. Overtime & Shootouts

Round Robin Games: Games ending in a tie will remain a tie. No overtime.

Playoff/Medal Games: If tied at the end of regulation, the following format applies:

1. 5-Minute Overtime (5-on-5): Sudden death.
2. 5-Minute Overtime (3-on-3): Sudden death (if still tied).
3. Shootout:
 - Three (3) player shootout. Total goals from the 3 players determine the winner.
 - If still tied, "Sudden Death" shootout continues (one player per team) until a winner is determined. No player may shoot twice until all skaters have shot.

5. Penalties & Suspensions

- **Minor Penalty:** 2 minutes
- **Major Penalty:** 5 minutes and a Game Misconduct
- **Misconduct:** 10 minutes
- Major penalties are subject to tournament committee review.
- Any major penalty in the first 50 minutes of the game **will not** be an automatic additional one game suspension
- Any major penalty in the last 10 minutes of the game will be an automatic one game suspension.
- Two Game Misconducts: Player ejected from the tournament.
- Stick Infractions: 3 infractions = immediate ejection.
- Fighting: Ejected for the game and suspended for the duration of the tournament.

Discipline Note: Fighting, abuse of officials, or match penalties will result in immediate expulsion from the tournament without a refund. Coaches are responsible for the conduct of their bench and parents.

