



BCHL Tournament Rules – 2023

All Alliance, OHF and Hockey Canada rules will apply (NECK GUARD and MOUTH GUARDS ARE MANDATORY if compulsory by your Governing Body) plus the following additions:

1. Each team's designated coaching staff must report to the arena for the first game of the tournament **ONE HOUR** before game time to present all necessary documentations.

Team officials must present prior to their first game:

- a. **Approved Team Roster** - approved by their Governing Body (OMHA, Alliance, GTHL, NOHA, USA Hockey).
- b. **A Travel Permit or Letter of Permission** from their local hockey organization must be presented to the Tournament Officials prior to the first game.
- c. If teams do not have the proper approved player and team official documents (as outlined above) for registration at the time of the Tournament, they will not be permitted to play the tournament games. No refunds will be given for this reason.
- d. All teams must have a Certified Trainer on the bench at all games.

Team Rosters – including player's names and numbers must be submitted to registrar@bchl.net at least 2 weeks before the tournament. Electronic game sheets will be used for this year's tournament, and as such we require rosters in advance.

2. All registration documents (as outlined above) must be available for examination at any time during the Tournament upon request.
3. Each teams designated coaching staff must report to the tournament office prior to EVERY game to sign iPads, make any roster changes and hand in Overtime sheet.
4. All teams must be prepared to play **15 minutes** prior to scheduled game time.
5. Any teams failing to ice a team (Players: minimum of 7 skaters plus 1 goaltender; Team Officials: of one carded coach) shall forfeit that game (1-0).
6. If a player is late to a game, they must be on the game sheet and on the ice before the end of the 2nd period – otherwise, they will sit the game.
7. All players must wait until the ice machine is off the ice and the gate is closed before entering the player benches and the ice pad. Players maybe subject to suspension from the Tournament for entering the ice pad early.
8. Use of sticks to bang on the glass prior to the start of play is not permitted. Referees will be instructed to assess a 2-minute minor penalty to the offending team.



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9. If there is a 5 goal or more score differential with less than 5 minutes remaining in the third period, the clock will become run-time. If the goal differential becomes within 3, then the clock will revert back to stop time. During run-time, the clock will stop should any on-ice injuries occur.
10. All players will shake hands at the **start** of each game. Referees will not allow shaking hands after games.
11. **TIMEOUTS** – Permitted in Semi-finals and Finals games only. Each team is allowed one (1), 30 second time-out during the game. There will be no timeouts in any other games.
12. All players must use CSA approved equipment. OMHA players must use mouth guards per the stipulation of your Governing Body. Goaltenders must use CSA approved helmets, neck guards, drop shields and mouth guards as per the stipulation of your Governing Body.
13. ALL PLAYERS MUST HAVE HELMETS ON UNTIL THEY LEAVE THE ICE.
14. The team designated as the HOME team must occupy the HOME Bench and wear DARK colored jerseys.
15. All game suspensions shall be assessed as per Alliance regulations.
16. Point system for preliminary round - 2 points for winning the game. There will be no ties due to the overtime format.
17. Only players whose names are listed and approved at the time of their team's registration will be eligible to compete in the tournament. This includes Affiliated Players (AP's). Teams may dress a maximum of 20 players for a game of which two (2) must be goaltenders.
18. If there is a tie between teams in the standings the tie breakers will be as follows...
 - a. Winner of game (if any) between tied teams – Head to Head. In the case of more than one team tied, all teams must have played each other head-to-head to count. If one team is eliminated by any of the means below and two teams remain then head-to-head will count.
 - b. Total goals for of teams played against.
 - c. Goals percentage (goals scored divided by the goals scored plus against). Highest Percentage moves on.
 - d. Fewest penalty minutes.
 - e. Roll of the dice (3 teams) highest number advances - flip the coin (2 teams).



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19. Game Format:

- a. Warm Up – 2 minutes
- b. 1st Period – 10 minutes, stop time
- c. 2nd Period – 10 minutes, stop time
- d. 3rd Period – 12 minutes, stop time (subject to 5 goal differential – last 5 minutes)
- e. Overtime – no game ends in a tie.
 - i. 1st 2 minutes – 3 on 3 (plus goalies) sudden death. No line changes.
 - ii. 2nd 90 seconds – 2 on 2 (plus goalies) sudden death. No line changes.
 - iii. 3rd 60 seconds – 1 on 1 (plus goalies) sudden death. No line changes.
**** Players are only permitted to play in 1 round of overtime****
 - iv. Shoot out – Simultaneous Shoot out. Both players start at center ice, and on ref's whistle shoot on opposing goalie. This is a sudden death shoot out – first to outscore opponent wins. Shoot out list provided to referee/timekeeper prior to start of game.
 - v. Once everyone on your bench has either played in the OT or the shootout may you go back to reuse a player
 - vi. Player Overtime sheet will be provided by Tournament Organizers.

20. THE OVERTIME SHEET WHICH MUST BE FILLED OUT AND SUBMITTED PRIOR TO EVERY GAME IS PROVIDED AT THE TOURNAMENT OFFICE.

21. THERE ARE NO LINE CHANGES PERMITTED IN OVERTIME. IF THERE IS AN INJURY, TEAM MAY SUBSTITUTE WITH ANY PLAYER WHO IS NOT PLAYING ANY OF THE FIRST 3 ROUNDS OF OVERTIME.

22. If there is a penalty in any Overtime Round, a penalty shot is awarded to the opposing team. For any minor penalty, 1 (one) penalty shot will be awarded to the opposing team. Any player on the ice at the time of the infraction may take the shot. For any major penalty, 2 (two) penalty shots will be awarded – the second penalty shot, only if required. Any two players on the ice at the time of the infraction can take the penalty shots. In the event of coincidental or offsetting penalties in the same stoppage in play, penalty shots will be taken simultaneously. The player that receives the Major penalty will be removed from play and replaced with the next available player starting at the bottom of the list.

23. If there is no winner after the awarded penalty shots, play will continue.

24. Any penalized player during the overtime rounds is required to go to the penalty box and is no longer eligible for any further overtime rounds or shoot outs. The player will be substituted from the bottom of the shoot out list. The replacing player will be removed from the shoot out round.

25. **Any player with time remaining on a penalty at the end of regulation will remain in the penalty box for the entirety of the overtime/shootout and will be ineligible to participate. If the player was to participate in the first three rounds of the overtime they will be replaced by the player at the bottom of the shoot out rounds. The replacing player will be removed from the shoot out round.**



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26. Any player that receives any three penalties in one game shall be ejected upon receiving the third penalty. If the game goes to overtime the player will be substituted from the bottom of the shootout list.
27. No protests will be accepted. The Tournament Committee's decision will be final.
- 28. REFUNDS** – Full refunds will only be given for the following reasons:
- Division/Tournament is cancelled by host association
 - Refunds for any other reason will not be issued

Tournament Format

4 game minimum.

5 Team Division: (U16 MM)

Each team plays each other once.

The top 4 seeded teams advance to the semifinals.

The 2 winners of the semifinals move on to finals.

8 Team Division: (U11)

2 pools of 4.

Each team plays 3 games within their pool.

Each team plays a cross over game with the opposite pool.

The top 2 seeded teams from each pool advance to the semifinals.

The 2 winners of the semifinals move on to finals.

10 Team Division: (U18 M)

2 pools of 5.

Each team plays each other once.

The top 2 seeded teams from each pool advance to the semifinals.

The 2 winners of the semifinals move on to finals.

12 Team Division: (U13)

2 pools of 6.

Each team plays 3 games within their pool.

The top 4 seeded teams from each pool will play cross over game in the quarter finals.

The 5th and 6th seeded teams from each pool will play a crossover consolation game against each other.

The winners of each quarter final game will advance to the semifinals.

The 2 winners of the semifinals move on to the finals.



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14 Team Division: (U15)

Each team will play 3 round robin games.

The top 8 teams will play in quarter final games versus (1v8,2v7,3v6,4v5).

Teams 9 through 14 will play in consolation games against the closest team in the standings that they have not played against in the round robin games.

Example: 9 will play 10 unless they played each other in the first 3 games then 9 would play 11.

Winner of each quarter final game will advance to the semifinals.

The 2 winners of the semifinals will move on to the finals.

TOURNAMENT OF FRIENDS SKILLS COMPETITION

Saturday, November 25/2023 RINK #1 WGSC

U11 & U13 - 8:30 am to 10 am

U15, U16, U18 – 10 am to 11:30 am

- 4 events: Puck control (timed), Hardest shot, Shooting accuracy and Fastest skater (timed).
- Teams must submit a list of 4 players and identify who is competing in each event. ***The same player CANNOT compete in more than one event.
- If a submitted player becomes injured or suspended before or during the tournament, please email a substitute player name as soon as possible to president@bchl.net
- Participation is NOT mandatory.
- Teams who want to participate must have their list of players for each event sent to president@bchl.net by Nov. 15th.
- Submissions will not be accepted after the tournament begins.
- Participating players must be ready 15 minutes before the start of the competition for a quick meeting. (8:15 am for U11 & U13 and 9:45 am for U15/U16/U18)