



**DON JOHNSON MEMORIAL CUP
ATLANTIC JUNIOR B CHAMPIONSHIP
RULES & REGULATIONS**

A Don Johnson Cup Regulations Committee will be established consisting of:

CHAIRMAN: Junior Council Chair of Host Branch or his designate

MEMBERS: Junior Council Chairs of participating Branches, or their designates

This Committee will be responsible for the general administration and operation of the Championship, and all matters of a technical nature, and be responsible for all matters of discipline. The referee will report all matters that may require disciplinary action to the committee chairman.

2.0 CHAMPIONSHIP RULES AND REGULATIONS

2.1 All games will be played using Hockey Canada Rules.

Note: For optional Hockey Canada Playing Rules, the following is in effect:

- Rule 6.7(d) – No Change Icing, will be utilized
- Rule 6.7(e) – Hybrid Icing, will **NOT** be utilized

2.2 Each team is required to bring two sets of sweaters, a white set and a dark set. The home team will wear light sweaters.

2.3 Each team will be allowed to dress 20 players of whom 2 must be goaltenders. If a team has a 3rd goaltender his name shall appear on the game sheet prior to the start of the game. The third goaltender shall dress only if called upon to replace one of the other two in the case of injury. Time will not be allowed in the case of injury and also no time allowed for the third goaltender to dress. Once the 3rd goaltender is dressed the injured one may no longer participate in the game.

2.4 There will be a winner at the conclusion of every game. Every game will have 3 twenty-minute periods with 15-minute intermissions. If the game is tied after 3 periods there will be a 3-minute break at the bench (no flood). There will be a 5-minute sudden victory overtime period, teams will play 3 on 3. If the score is still tied at the conclusion of overtime, there will be a shootout until a winner is declared. [See *shootout procedure – Section 5*]

2.5 Points will be awarded in the following manner:

Regulation win	3 points
Overtime win	2 points
Overtime loss	1 point
Shootout win	2 points
Shootout loss	1 point

- 2.6 The semi-final games will be played on Saturday and the Championship Game on Sunday afternoon. Times will be agreed upon by the Championship Committee. If the Host team is involved in a semi-final game, they will have the choice of 1st or 2nd game. If Host team is not involved in a semi-final game, the 1st place team has the option.
- 2.7 For the semi-final games and the championship final Hockey Canada Rule 6.17 will be applied. If the game is tied after regulation a 3-minute break at the bench will occur and then a 10-minute sudden victory period will be played. If the score is still tied after 10 minutes, there will be a flood and a 20-minute sudden Victory period will be played. This format will continue until a winner is declared.
- 2.8 The intermission between periods will be 15-minutes unless advised by the Championship Committee.

3.0 OTHER REGULATIONS

- 3.1 There will be a meeting of the Championship Committee, Referee-in-chief, coaches, managers and team captains prior to the start of the tournament. The meeting will be held at a place designated by the Host Committee. Attendance at this meeting is mandatory.
- 3.2 Team list shall be provided. Each team is to provide 6 Member certified lists. Member Reps are required to ensure the Host Committee receive team pictures and team lists of the 2 league finalists as soon as the finalist has been decided.
- 3.3 The Host Committee will supply 40 frozen pucks to each team for warm-ups
- 3.4 Players will not make contact with or address the center ice red line at any time during pre-game warm-up. A misconduct will be issued to any player making contact with or crossing the center red line during pre-game warm up.
- 3.5 Chin straps are to be fastened at all times during warm-ups, first offence is a warning to the team and second and subsequent offence(s) is a 10-minute misconduct to the offending player(s).
- 3.6 Players must leave the ice immediately at the conclusion of the warmup or be assessed a 2-minute delay of game penalty. There will be a 2 minute and a 1 minute warning
- 3.7 Prior to the start of the Championship the Home and Away benches shall be established.
- 3.8 At the start of all games and the start of periods all players are to be on their respective benches and lined up ready for the National Anthem and the start of period face-offs by the time the clock reaches zero. The only exception is opening ceremonies.
- 3.9 All players are to respect the National Anthem. Players are to remain standing until the Anthem is completed.
- 3.10 Between period procedure shall have all teams on their benches and ready for the opening face offs before the time clock reaches zero. Failure to comply will result in a delay of game penalty.

4.0 TIE BREAKING PROCEDURE

4.1 The following is the Tie Breaking procedure for the Championship:

- 1) In the event that two teams are tied for a position, the team that won the game between the two teams shall be awarded the higher position.
- 2) In the event that three or more teams are tied for position at the conclusion of the single round robin series of games, the tie breaking procedure shall be as follows:
 - A) The team with the best win-loss record in games involving the tied teams gains the higher position.
 - B) If 2 or more teams are still tied after 2A in the games involving the tied teams, add each team's goals for and goals against, divide this sum by the team's goals for:

$$\frac{(GF + GA)}{(GF)}$$

The team with the lower quotient gains the higher position in the standings. 2B establishes the team or teams with the highest position(s) based on the lowest quotient. If there are still teams tied, they go to the next step of the tie break procedures 2C the teams do not go back to the two-team tiebreaker.

Example

1.
 - i. Team A – 1.71 = 1 seed from group
 - ii. Team B – 2.00 = still tied with team C – move to next step 2C
 - iii. Team C – 2.00 = still tied with team B – move to next step 2C
 2.
 - i. Team A – 1.71 = 1 seed from group
 - ii. Team B – 2.25 = 3 seed from group
 - iii. Team C – 2.00 = 2 seed from group
 3.
 - i. Team A – 2.00 = still tied with team B and C – move to step 2C
 - ii. Team B – 2.00 = still tied with team A and C – move to step 2C
 - iii. Team C – 2.00 = still tied with team A and B – move to step 2C
- C) In all round robin games, add each team's goals for and goals against, divide this sum by the team's goals for: (examples from 2B are transferable to 2C)

$$\frac{(GF + GA)}{(GF)}$$

The team with the lower quotient gains the higher position in the standings. 2C establishes the team or teams with the highest position(s) based on the lowest quotient. If there are still teams tied, they go to the next step of the tie break procedures 2D. The teams do not go back to the two-team tiebreaker.

- D) If teams are still tied after 2C the team having the fewest goals scored against them in games involving the tied teams shall be awarded the higher standing.

- E) If teams are still tied after 2D the team having scored the most goals in the games involving the tied teams shall be awarded the higher standing.
 - F) If teams are still tied after 2E the team having the fewest goals scored against them in all round robin games shall be awarded the highest standing.
 - G) If teams are still tied after 2F the team having scored the most goals in all the round robin games shall be awarded the highest standing.
 - H) If teams are still tied after 2G the morning following the round robin, the tied teams shall conduct a round robin shoot-out, five shooters per team, shooting alternately (selected by a number draw). If there is a tie at the end of the five shooters, continue until all ties are broken. Hockey Canada rules governing penalty shots shall apply.
- 4.2 Seeding - Once the position of the 5 teams have been declared. The semi-final games shall be 1st vs 4th and 2nd vs 3rd.
- 4.3 The highest placed team in the round robin will be the Home team for the Championship Final.

5.0 SHOOTOUT PROCEDURE

If no goal is scored in the overtime period (round robin only) then the following Shoot Out Procedure will apply:

- 5.1 Each team will select five (5) shooters and must present a list to the game officials.
- 5.2 Five (5) different shooters from each team will take alternate shots, until a decisive goal is scored.
- 5.3 If after five (5) rounds of shooters there is no declared winner, teams will continue to select one player at a time until the tie is broken. This is sudden victory.
- 5.4 All Players (excluding goalies) must shoot once before going back through the line up a second time.
- 5.5 If a player was serving a minor or misconduct penalty at the conclusion of overtime, they are permitted to be part of the shootout. Players that have been removed from the game (ie. *Game Misconduct, Match Penalty and Gross Misconduct*) are not eligible to shoot.
- 5.6 The home team has the option of shooting first or second.

6.0 SUSPENSION GUIDELINES

- 6.1 The Championship will utilize the Hockey Canada Junior Suspension guidelines.
- 6.2 Accumulating suspensions will carry over into the event.

7.0 CHAMPIONSHIP REFEREE-IN-CHIEF

- 7.1 The Host Member referee-in-chief or designate will be the referee-in-chief for the championship
- 7.2 The referee-in-chief will be responsible to prepare a list of referees and linespersons for the Championship.
- 7.3 After the completion of the round robin the referee-in-chief is to present to the Championship Committee the referees and linespersons for the semi-finals and the Championship games for approval or possibly change.
- 7.4 All referees, linesperson and minor officials' expense and allowance as per Hockey Canada Regulations are to be paid by the Host Committee following each game.