

Glance Bay High Panther Classic

Tournament Rules - All C.A.H.A and S.S.N.S. rules apply.

1. Home team is on the right side of the schedule, and Glance Bay will use their home bench for all games.
2. Any coach or team official who, in the opinion of the tournament committee, displays poor sportsmanship or is a bad example, shall be suspended from the tournament.
3. No protests shall be entertained.
4. The coach shall be responsible for the conduct of his/her team in all areas of the arena.
5. The coach and team will vacate the dressing room 30 minutes after each game is completed.
6. Any team that does not show up for a game will receive a default score of 0 - 5.

ROUND ROBIN GAMES

7. All round robin games will be three 15-minute stop periods with a flood after the second period. Teams will warm up for 10 minutes directly following the previous game on dirty ice.
8. All games are worth 3 points. All games will end with a winner and there will be no tied points. Points are awarded as follows: Regulation Win—3 Points, Win in overtime or shootout—2 Points, Loss in overtime or shootout—1 Point, Loss in regulation—0 Points
9. If at the end of regulation a game remains tied, the tie will be broken by:
 - (i) a five-minute stop time sudden death with 3 skaters and a goalie.
 - (ii) a shootout with 3 shooters.
 - (iii) Sudden death shootout with alternating shooters. No shooter can be used twice until all skaters have been used.
10. In the event one team is leading by five goals or more at any time in the third period, the game clock will be run straight time and does not revert back to stop time even if the margin narrows.
11. In any type of game that goes to 3 on 3, if a penalty occurs, the non-penalized team will add a player for each penalty up to 5 skaters. A third minor penalty will result in a penalty shot.

SEMIFINAL AND CHAMPIONSHIP GAMES

12. All semifinal and championship games will be three 15-minute stop periods with a flood after the second period.
13. If at the end of regulation a game remains tied, the tie will be broken by:
 - (i) a five-minute stop time sudden death with 5 skaters and a goalie.
 - (ii) a five-minute stop time sudden death with 3 skaters and a goalie.
 - (iii) a shootout with 3 shooters.
 - (iv) Sudden death shootout with alternating shooters. No shooter can be used twice until all skaters have been used.

STANDINGS

14. This is an eight-team two-division tournament. After round robin play, the top two teams in each division will advance. The 1st place team in Pool A will play the 2nd place team in Pool B. The 1st place team in Pool B will play the 2nd place team in Pool A
15. At the end of round robin play, if two or more teams are tied in points for 1st or 2nd place, the ties will be broken using the following system, in the order given.
 - (i) If two teams are tied, the teams with the best record in the game the tied teams played each other.
 - (ii) If three teams are tied for first or second place, the three teams will be ranked according to goal differential (goals for minus goals against). All round robin games will be used in the calculation. If it is a three way tie for first place, then both 1st and 2nd place will be determined using goal differential.
 - (iii) In consideration of rule 15 (ii), if two or more two or more teams have equal goal differential, then the tie between teams will be broken using, in order listed:
 - a. the team with the least goals against from all games played
 - b. the team with the fewest penalty minutes
 - c. flip a coin
16. All decisions made by the Tournament Committee are final.