SYDNEY ACADEMY • MEMBERTOU SPORT & WELLNESS CENTRE

Blue and White Challenge

Tournament Rules

Tournament format

The Blue and White Challenge is a round-robin tournament with each team playing 3 official games. Due to the 7-team format, the host team will play 4 games and drop their 4th game from their standings and tie-breaker stats (the game will still count for their opponent). The top two teams in each division will advance to crossover semi-finals.

- The highest seed in each game will be the home team.
- Crossover games will take place Sunday beginning at 9am.

Note: If Sydney Academy is in the crossover game, they will play on the Emera pad.

- Championship Game Sunday at 1pm — winners of crossover games, with the highest advancing seed being the home team.

Game format

- The HOME team will wear dark jerseys each game.
- All games will have a 10 minute warm-up on dirty ice following the previous game. Ice will be resurfaced prior to the start of the 1st period.
- All games consist of three (3) fifteen-minute stop clock periods. Ice will be resurfaced after the 2nd period of each game.
- One time-out per game will be allowed.
- Any goal spread of five or more goals in the third period of play will result in running time for the duration of that game.

Icing — hybrid format

Icings will be HYBRID format. Hybrid icing is a mixture of touch and no-touch icing. It gives a linesman the discretion to blow his whistle and stop the play if he believes a defending player will reach the puck first. If the linesman believes the attacking player has a chance to reach the puck first, he lets the race to the puck play out.

The linesman always will side with the defending player and blow his whistle if he feels the race is a tie by the time the players reach the faceoff dots.

Overtime, shootout and points

- In the event of a tie at the end of regulation time, there will be sudden death 3-on-3 overtime in the form of a 5 minute stop clock period. If the game remains tied, we will move to a sudden death shootout — each team will pick 3 shooters; once the 3 shooters have finished, teams will be allowed to reuse players.
- The finals will have a 10 minute 3-on-3 overtime period and a sudden death shootout.
- All wins will be worth 2 points, 1 point for an overtime or shootout loss.

Conduct and discipline

- Players, coaches and bench staff failing to abide by tournament rules by engaging in improper conduct on or off the ice will be subject to expulsion from further tournament play. This will be the sole discretion of the Tournament Discipline Committee.
- Match penalties or gross misconducts will result in offending players being ineligible to participate for the duration of the tournament.
- There will be no protests.

Tiebreakers

In order:

1. Record of tied teams against each other.
2. Plus-minus of tied teams including overtime.
3. Fewest total goals allowed during the tournament including overtime.
4. Most total goals scored during the tournament including overtime.
5. Coin flip.