



Port Moody Amateur Hockey Association
2024 Remembrance Day Classic U13 A Tournament

This is a regular season PCAHA sanctioned tournament. All games will be governed by BCAHA playing rules and PCAHA regulations with some exceptions as noted.

Tournament Format: Round Robin and Playoffs

There will be 16 teams, split into 2 groups. There will be an A group (old Orchard) consisting 10 of teams, a B Group (Rocky Point) of six teams. Gold, Silver and Bronze medals will be awarded in each Group.

All Group A teams will play 3 round robin games. After round robin play, teams will be seeded from 1 through 10. The teams placed in 7th- 10th will have a Play in game to advance to quarter finals.

7th place will play 10th place and 8th place will play 9th place

The winners will go to Quarter finals. First, second, third, fourth, fifth, sixth, seventh, and eighth advance to the Quarter-Finals (QF).

There will be 4 Quarter-Final games with the winners of each game moving on to the Semi-Finals. The winner from the first vs eighth game will play the winner of the fourth vs fifth place quarter-final game. The winner of the second vs seventh game will play the winner from the third vs sixth place game. The losing team from each quarter-final game will be eliminated.

Teams that make the Semi-Finals will play two games. The winners from the Semi-Final games will play in the Gold Medal Game. The losers from the Semi-Final games will play in the Bronze Medal Game.

10 team playoff format

Play in games



Quarter finals / semi / medals



All Group B teams will play 3 round robin games. After round robin play, teams will be seeded from 1 through 6. The top two teams will receive a bye and will advance directly to the Semi-Finals (SF). The remaining four teams, placed third, fourth, fifth and sixth, will play in the Quarter-Finals (QF). The winner from the fourth vs fifth place quarter-final game will play the first placed team. The winner from third vs sixth place quarter-final game will play the second placed team. The winner from each Semi-Final game moves on to play in the Gold Medal Game. The loser from each Semi-Final game will play in the Bronze Medal Game.

6 team playoff format



Games are intended to be competitive within each Group.

All teams are guaranteed a minimum of 4 games. Teams may play up to 6 games including the round robin portion and playoffs.

Round Robin Games

All round robin games will have a three (3) minute warm up, followed by three fifteen (15) minute stop time periods. A one (1) minute break will be added between periods. One hour and fifteen minutes will be allotted for each game. If there is not enough time for a full fifteen (15) minute third period, the time will be adjusted by the timekeeper to approximately half of the remaining time, as indicated by the referee. The game time remaining will be maximized as much as possible.

Points for Round Robin Games

Teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss. There will be no overtime or shootout during the Round Robin stage. At the conclusion of the Round Robin portion of the tournament, teams will be ranked according to their accumulated points.

Please note that sportsmanship points will **not** be awarded. Therefore, standings may be different than is shown in HiSports.

Tie Breaking After All Teams Have Played Three Round Robin Games

If teams are tied at the end of Round Robin play, the following tiebreakers apply:

1. **Head to Head Competition** To be used only if 2 teams are tied
2. **Most Wins**
3. **Goal Differential** Goals For (GF) – Goals Against (GA)*
4. **Lowest Goals Against** Total ACTUAL Goals Against
5. **Least Penalty Minutes**
6. **Coin Toss**

*Maximum Goal Differential to be awarded for each game is SIX GOALS

If 3 teams are tied, the tie breaker will not consider Head to Head Competition. Rather, the first tie breaker will be (2) Most Wins, followed by (3) Goal Differential, (4) Lowest Goals Against, and so forth.

Playoff Games

Quarter-Final, Semi-Final and Medal Games

Quarter-Final, Semi-Final and Medal games will follow Round Robin games based on the standings. Games will have a one (1) hour and fifteen (15) minute time slot **plus** a fifteen (15) minute overtime (OT) contingency.

There will be a three (3) minute warm-up, followed by three fifteen (15) minute stop time periods. Periods will not be shortened unless the game is halted due to an unforeseen event, at which point half of the remaining time allotted for the game and overtime will be used as the maximum for the third period. A one (1) minute break will be added between periods.

Quarter-Final, Semi-Final, Gold Medal, and Bronze Medal games ending in a tie after regulation time will be settled in accordance with the Overtime rules below.

The team that finished highest in the round robin play will be designated as the Home Team.

Overtime

Overtime will be played to decide ties in the Quarter-Final, Semi-Final and Medal games. The first team to score a goal will win. There will be a one (1) minute break between the third period and overtime with players remaining at their benches. **Teams do not change ends for the overtime period.**

Teams will play a five (5) minute **stop time** period, 3 on 3 (3 skaters and a goalie).

If there is a penalty called during 3 on 3 play, the teams will play 4 on 3. Minor penalties will be 2 minutes in duration. If a second penalty is called, the teams will play 5 on 3. After all the penalties are over, 3 on 3 play will resume on the next stoppage of play.

If teams are still tied at the end of overtime, a shootout* will commence. The team that scores the most goals from three shooters will be declared the winner of the game. If each team has the same number of goals after the three shooters, then it will be a sudden death situation. No player can shoot twice unless the entire roster has shot (excluding goalies).

The designated VISITING team will shoot first.

**Coaches hand in their first 3 shooters list to the referee and scorekeeper prior to the shootout. Additional shooters thereafter will be given to the referee and scorekeeper as required.*

Mercy Rule

The mercy rule will be in effect as follows: if the goal spread between competing teams reaches 6 at any time during the **THIRD period**, running time commences until such time as the spread is reduced to 5, at which stop time will recommence. Running time minor penalties will still be 2 minutes in duration.

Overview of Rules and Penalties

- No player may be rostered on more than one team.
- No over age players are permitted, all players must be designated U13 or younger by Hockey Canada.
- Players who are assessed a Game Misconduct penalty in the last ten minutes of a game will be suspended for a minimum of one (1) additional game.
- Players or coaches receiving a Gross Misconduct, Match Penalty or Fighting Penalty shall be suspended from the tournament.
- Referees will be instructed to have zero tolerance for Fighting.
- There is zero tolerance for "Abuse of Officials". Offenders will be ejected from the game or arena. The referees have the discretion to eject any coach or player from the game and do not need to give a warning. Any unsportsmanlike behavior will not be tolerated.

Players, team officials or spectators who behave in an unsportsmanlike manner anywhere in the arena or recreation centre property will be ejected and barred from further entry. Managers and coaches shall instruct players and parents to understand and promote a “Fair Play” spirit for the entire tournament.

- .The 'Last change for home team' rule is not in effect.
- .When the referee raises his/her hand no more players can change.
- . Each team is allowed one 30 second time-out per game during the Quarter-Finals, Semi-Finals and Medal Games only. No time outs will be allowed in overtime or shoot-out situations.

Important Information for Coaches and Managers

- .All teams are required to bring 2 sets of uniforms, including both light and dark jerseys to all games. Home Teams will wear their Dark coloured jerseys and Away Teams will wear their light coloured jerseys. If a conflict is established following this guidance, then the Home Team will be required to change to resolve.
- . Team manager shall report to the tournament office a minimum of 30 minutes prior to game time for any roster adjustments and to sign the electronic game sheet via HiSports app. If any technical difficulties are experienced, teams will revert to paper game sheets if necessary until service is resumed.
- . Each game will have one MVP and one Heart & Hustle awarded to each team. At the conclusion of each game Head Coaches will choose the MVP and Heart & Hustle winners from their team. No player can be chosen twice for either award within round robin play.
- .Coaches will hand out the MVP and Heart & Hustle awards to designated players.
- . Teams may not declare a forfeit for any tournament games that a team is designated to play. Any team failing to take the ice within 15 minutes of a scheduled game time will be reported to the PCAHA Managing Director and may be subject to disciplinary action in accordance with the PCAHA Rules and Regulations. Such action may include fines and suspensions.
- .Players are not to go on the ice for warm-up until permitted by the officials.

Protests

Protests must be submitted in writing and presented to the Tournament office within 1 hour after the end of the game.

A ruling will be made by the Tournament Committee as soon as reasonably possible; and their decision is final. Absolutely no appeals will be accepted.

It should be noted that a Referee's decision is based on judgment; therefore, it is final and may not be protested except in accordance with Hockey Canada, BC Hockey and PCAHA rules.

Final Word

The PMAHA U13 A Remembrance Day Classic Tournament committee will strive to make this a fun, enjoyable but competitive tournament for all. Pools are intended to be well balanced and Groups should consists of teams of similar skill level. Good luck to all!

Please respect our spectator code of conduct and any rules mandated by City of Port Moody.