



Port Moody Amateur Hockey Association

2025 Remembrance Day Classic U13 Rep Tournament

Rules & Regulations

November 7-9, 2025

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

There are 12 teams participating in the tournament that will be split into 2 pools, **Rocky Point** and **Belcarra**.

Following **Round Robin** games, for each pool, the teams will be seeded from 1 through 6 based on total points. Medal round will be the same for each pool:

- Semi-Final 1 : Team 1 vs Team 4
- Semi-Final 2 : Team 2 vs Team 3
- Consolation Game : Team 5 vs Team 6

The winner from each Semi-Final game moves on to play in the **Gold Medal Game**. The loser from each Semi-Final game moves on to play in the **Bronze Medal Game**.

Round Robin Divisions

There will be 12 teams split into 2 pools:

- Pool A (Rocky Point) - teams in BC Hockey Tier 2. PCAHA flights 3, 4, 5 or equivalent
- Pool B (Belcarra) - teams in BC Hockey Tier 3, 4. PCAHA flights 6, 7, 8 or equivalent

ROCKY POINT POOL	BELCARRA POOL
1. Port Moody A1 2. Everett A1 3. New Westminster A1 4. North Vancouver A2 5. Oceanside T3 6. Salmon Arm T2	1. Port Moody A2 2. Cloverdale A4 3. Everett A2 4. Port Alberni T3 5. Ridge Meadows A4 6. Squamish A2

Tournament Game Times

Round Robin and **Consolation** games are allotted 1h 15m w/ stop time and will consist of a three (3) minute warm up, followed by a fifteen (15) minute first period, one (1) minute intermission, fifteen (15) minute second period, and another one (1) minute intermission. The third period will be time remaining, divided in half, to a maximum

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of fifteen (15) minutes; dictated by the Referee. *The team that finished highest in the round robin play will be designated as the Home Team for the Consolation game.

Semi-Final and **Medal games** are allotted 1hr 30m w/ stop time and will have a five (5) minute warm up, followed by a fifteen (15) minute first period, one (1) minute intermission, fifteen (15) minute second period, and another one (1) minute intermission. The third period will be time remaining divided in half, to a maximum of fifteen (15) minutes; dictated by the Referee. *The team that finished highest in the round robin play will be designated as the Home Team.

Teams will be assessed a bench minor for delay of game if the team is not ready to play at the end of warmup. Teams will forfeit the game if the team is not ready to play 10 mins after warmup concludes.

Round Robin Play

For each of the 3 Round Robin games each team will be awarded:

- 2 points for a win
- 1 point for a tie
- 0 points for a loss

Tie Breakers

If teams are tied at the end of Round Robin play, the following tiebreakers will decide final positions.

1. **Head-to-Head Competition** – only used if 2 teams are tied on equal points AND both teams have played each other. If 3 teams or more are tied AND have all played each other only the records and GF/GA of games played between the 3 or more teams tied are counted). If any of the tied teams on equal points have not played each other then Head-to-Head will NOT be used.
2. **Most Wins**
3. **Basic Goal Differential** (GF – GA)*
4. **Lowest Goals Against** (Total ACTUAL Goals Against)
5. **Least Penalty Minutes**
6. **Coin Toss 1**

*Maximum Goal Differential to be awarded regardless of final score is **SIX GOALS**

Overtime

Overtime will only be played to decide tied Semi-Final and Medal games. The first team to score a goal will win. There will be a two (2) minute rest 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 **running-time** overtime period, 4 on 4 (4 skaters and a goalie).

If there is still no winner the teams will play another five (5) minute running-time overtime period, 3 on 3 (3 skaters and a goalie). If there is a penalty called during 4 on 4 play, the teams will play 5 on 4. If there is a penalty on 3 on 3 play, the teams will play 4 on 3. Penalties will be 2 minutes in duration.

If teams are still tied at the end of a second overtime period, a sudden death shootout* will commence. The team that scores the most goals out of 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. The visiting team will shoot first. No player can shoot twice unless the entire roster has shot (excluding goalies). *Coaches will inform officials which 3 jersey numbers, prior to the shootout commencing.

General

- No player may be rostered on more than one team
- No over age players are permitted to play in the tournament
- Players who are assessed a **Game Misconduct** penalty in the last ten minutes of a game will be suspended for a minimum of one 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 “checking from behind or fighting”
 - A checking from behind penalty assessed in the third period of a game will automatically be a game suspension, unless extended more than a game by PCAHA/BC Hockey
 - A fighting penalty assessed at any time during the game will automatically be an ejection from the tournament
- There is **zero tolerance** for “Abuse of Officials.” Offenders will be ejected from the game. The referees will be instructed to give a single warning before ejecting a coach or player from the game. 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. We ask that all manager and coaches instruct players and parents to understand and promote the positive spirit of the tournament.

- The 'Last change for home team' rule is not in effect. Due to tournament scheduling it would not be equally fair for all teams
- If 3 referees are not available due to high tournament workload across the region, 2 referees will be used
- When the referee raises his/her hand no more players can change
- Each team is allowed one 30 second **Time Out** per game including overtime if applicable
- If a team fails to show for a game for any reason and this game cannot be rescheduled, a 1-0 win will be recorded to the other team
- The tournament directors, whose decisions will be final, will resolve any and all disputes

Protests

- Must be submitted in writing and presented to the Tournament office within 1 hour after the end of the game, accompanied by a \$50 non-refundable cheque
- The Tournament Committee will make a ruling 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.

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**, the time clock will be set to running time following the subsequent face-off. Should the goal differential become less than six, the clock will revert to stop time. Penalties during clock running time will be the same length as in stop time.

Important Information for Coaches and Managers

- All games will be played under BCAHA and PCAHA rules
- All teams are required to bring BOTH their light and dark jerseys to all games
- **Home teams will wear their dark-coloured jerseys** and Away Teams will wear their light-coloured jerseys
- Team officials shall report to the tournament office a minimum of 30 minutes prior to game time
- After each game, teams will shake hands and line up on the blue line
- Each game will have one MVP puck and one Heart & Hustle puck awarded to each team. At the conclusion of each game coaches will choose an MVP for their own team. No player can be chosen twice prior to medal games, in the spirit of giving different players an opportunity to earn this award
- Coaches will hand out awards to their respective chosen players
- Round Robin results will be displayed on a board in the arena
- Please leave dressing rooms spotless! Any damage to city property will be billed directly to teams for cleanup and/or repairs
- Running through the recreation centre is not permitted for pregame warmup, please use outside space
- Players are not permitted to go on the ice for warmup until the officials are on the ice
- Running time minor penalties will be 2 minutes in duration

Final Word

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

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

Good luck to all!

