

USA-CANADA CUP – WATERLOO
Tournament Rules – Sanction # 2324015
December 1-3, 2023

HOME TEAM wears White – **VISITING TEAM** wears Dark

Format

The Tournament will have 2 Divisions: U18AA/16U and U22AA/19U

Division U18AA/16U

There are 4 Pools of 10 teams each. Teams will play 4 Round Robin Games within their Pool.

Teams will be seeded #1 to #10 within their Pool after the completion of the Round Robin. The winners of each pool will be re-seeded (#1 to #4) and advance to the medal games.

Gold/Silver Game: Team seeded #1 vs Team seeded #2

Bronze Game: Team seeded #3 vs Team seeded #4

Tournament Chairman will assign Time and Arena of each Sunday Game.

The remaining Teams will play a cross-over Placement Game on Sunday. Tournament Chairman will assign opponent, time, and arena. See **Sunday Placement Games** Format below.

Division U22AA/19U

There are 3 Pools of 10 teams each and 1 Pool consisting of 8 teams. Teams will play 4 Round Robin Games within their Pool.

Teams will be seeded #1 to #10 or #1 to #8 within their Pool after the completion of the Round Robin. The winners of each pool will be re-seeded (#1 to #4) and advance to the medal games.

Gold/Silver Game: Team seeded #1 vs Team seeded #2

Bronze Game: Team seeded #3 vs Team seeded #4

Tournament Chairman will assign Time and Arena of each Sunday Game.

The remaining Teams will play a cross-over Placement Game on Sunday. Tournament Chairman will assign opponent, time, and arena. See **Sunday Placement Games** Format below.

Rules for Competition

Hockey Canada and OWHA Playing Rules apply. Hockey Canada, USA Hockey, OWHA Roster Rules apply. Canadian Teams must wear Neck Guards. USA Teams must wear Mouth Guards.

Note: No Hybrid Icing

No Time Outs except in Medal Games (one 30 second Time Out in medal games)

Game Length (All Games)

All games will consist of a 3-minute warmup and 3 x 15-minute (stop-time) periods with a Flood every two periods. If tied after regulation time, there will be a 3-minute Overtime period as follows:

Round Robin Games

A 3-minute (stop-time) 4 on 4 Overtime Period will be played. See **Overtime Rules** below. If game is still tied at the end of the OT period, it will be considered a Tie (ie. no shootout). Points will be awarded as follows:

Win in Regulation Time: 3 points

Win in Overtime: 2 points

Loss in Overtime: 1 point

Tie after Overtime: 1 point for each Team

Loss in Regulation: 0 points

Placement Non-Medal Games (SUNDAY):

A 3-minute (stop-time) 4 on 4 Overtime Period will be played. See **Overtime Rules** below. If game is still tied at the end of the OT period, it will be considered a Tie (i.e. no shootout).

Medal Games

A 5-minute (stop-time) 4 on 4 Overtime Period will be played. See **Overtime Rules** below. If the game is still tied at the end of the OT period, a 3 player NHL style Shootout will take place. **VISITOR shoots first.** If still tied, a Sudden Victory Shootout will continue until a winner is decided. See **Shootout Rules** below.

Overtime Rules

ALL OVERTIME GAMES (4 ON 4): Each team will use 4 players plus a goalie (4 on 4). Teams will not switch ends. If a penalty is called the teams will play 4 on 3. If a second penalty is called against the same team, the teams will play 5 on 3 and could play 5 on 5 or 5 on 4 if penalties expire during play. If this occurs the teams will play 5 on 5 or 5 on 4 until the next whistle and then revert to 4 on 4 or 4 on 3.

Shootout Rules

- The Shootout will consist of each team selecting 3 shooters. The players are to be sent to centre ice, one at a time, starting with the Visiting Team.
- The Timekeeper will record the shooter's number on the game sheet. Coaches do not need to name shooters ahead of time.
- If the game remains tied, each team will send out 1 shooter at a time until a winner is determined.
- No player can take a second shot until all players (excluding the goalies) have shot. If a team has used all its players, that team will continue but the players shoot in reverse order.
- A player that is in the Penalty Box, for whatever reason, at the end of the overtime period or has been ejected from the game, cannot participate in the Shootout.

Sunday Placement Games

All teams will be seeded after the Round Robin portion has been completed and play 1 cross-over placement game on Sunday. Team matchups may be changed to allow for teams with travel obligations (i.e., those that have the farthest to travel or flight arrangements, will have their games scheduled first or times that work with their flight times). The Tournament Chairman will make the final decisions on Sunday Matchups

NOTE: The last round robin games should be over at approximately 8:30pm. We need 1 ½ - 2 hours to create the Sunday Schedule. Please check the website for updates. We will send an e-mail when the full schedule is uploaded.

Note: Gold, Silver, and Bronze Game Matchups are set.

Start of Game

PLEASE BE PREPARED TO START 15 MINUTES BEFORE YOUR SCHEDULED GAME TIME.

Teams will be allowed 3 minutes to warm-up (time permitting) before the game.

Rink Resurfacing

The ice will be resurfaced at the end of every 2 periods of consecutive play. Teams will be notified before their games if any change in the flood schedule is to be made.

The ice will not be resurfaced prior to overtime; overtime will be considered as part of the preceding period. The Tournament Committee retains the right to alter the resurfacing schedule if the need arises.

Dressing Rooms (4 per arena)

Please take into consideration there are 4 dressing rooms per arena. Please **clear your Dressing Room within 30 minutes after completion of your game**. Teams may decide to wear their warmup gear to the arena to allow for their normal warm up times.

Final Division Standings (Tiebreaker Rules)

If there is a tie in points after the round robin games, the following tiebreakers will be used to break the tie:

- (1) Record against other tied teams, if applicable
- (2) Most wins in round robin (Overtime win is a win)
- (3) Goals scored minus goals against in round robin play.
- (4) Fewest goals allowed in round robin play.
- (5) Earliest First goal scored in Round Robin
- (6) Flip of a coin.

Example:

First Tiebreaker (Head-to-Head)

If 3 teams are tied and no one team defeated either of the other 2 teams proceed to tiebreaker #2

Second Tiebreaker (Most Wins)

If teams had the same number of wins, then proceed to tiebreaker #3

Third Tiebreaker (Goals for – Goals against)

Tiebreaker is plus/minus determined by subtracting the totals goals against from the total goals for in Round Robin.

Forth Tiebreaker (Fewest Goals allowed)

The fewest goals allowed in Round Robin.

Fifth Tiebreaker (Earliest Goal scored in Round Robin)

As recorded on the RAMP game sheet.

Sixth Tiebreaker (Flip of Coin)