

CDC City Championships

These rules apply to all levels of Atom, Pee Wee, Bantam, Midget & Junior C only and do not apply to AA, AAA and Junior B.

REGULATION TIME

- Atom - 1 hour
- Pee Wee - 1 hour and 15 minutes
- Bantam - 1 hour and 15 minutes
- Midget - 1 hour and 15 minutes
- Junior C - 1 hour and 45 minutes

Every effort will be made to ensure teams receive the full regulation time for their games however if the start of the game is delayed for any reason, regulation time will be reduced to ensure the game concludes at the scheduled time unless otherwise communicated by a Hockey Calgary official.

NOTE: Teams may not take the ice more than 5 minutes prior to the permit time.

OVERTIME

In the event the game is tied at the end of regulation, overtime periods will be played using the format described in the SPECIAL RULES – CDC CITY CHAMPIONSHIPS document. The arena staff will accommodate overtime whenever possible however there should be no expectation they will delay or bump other groups to allow overtime to be played. If a game is stopped at the permit time without a winner being decided, please let your League Chair know and a special overtime only game will be scheduled.

HOCKEY CALGARY RULES & REGULATIONS

Regulation 18 Officials

- b) For community hockey, each team must supply two off ice officials for all home games. Home Team will be responsible for the Timekeeper and Home penalty box; the Visiting team will be responsible for the Scorekeeper and Visitor penalty box.
- c) All Off Ice Officials are responsible for conducting their duties in a manner that displays sportsmanship and shows fair play and respect to all participants. As neutral off ice officials assisting the referee in proper conduct of the game they are significant contributors to the management of the game. Should their behavior warrant disciplinary action they may be relieved of their duties by the Referee or other Hockey Calgary official.
- g) Any complaints about referees or other major officials by coaches, managers,

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players or spectators must be sent to the Community Association President for endorsement and onward delivery to Hockey Calgary for possible action.

PLEASE ENSURE EACH TEAM HAS REPRESENTATION IN THE TIMEKEEPER'S BOX PRIOR TO THE START OF EACH GAME AND THAT THEY ARE FAMILIAR WITH THEIR ROLES AS DESCRIBED ABOVE.

Community 23 Playoffs

- a) During playoffs the Executive Committee shall appoint a Chairman who will have special powers to deal with protests, complaints or additional games to be played. Forfeiture of any game in a playoff series may mean forfeiture of the complete series.
- b) Novice age category will not have Playoffs at the end of the regular season.
- c) All teams in each division of Community Atom, Pee Wee, Bantam, Midget and Junior C will enter playoffs and will be seeded based on the final league standings (point total).
- d) In cases where two or more teams are tied in point, the tie will be broken as follows and in the order indicated:
 - a. If the tied teams have played each other an equal number of times league positions are assigned based on results of games between the tied teams. The team with the highest number of points in the games between the tied teams takes the top available position and so on until all available positions have been filled. If the tied teams have not played each other an equal number of times or if teams are still tied then:
 - b. Tied teams are assigned league positions based on the number of wins, with the largest number of wins taking top available ranking, and so on.
 - c. For teams which are still tied, league positions will be assigned based on the ratio of goals for divided by goals against for all league game played, with largest ratio taking top available position and so on.
 - d. If teams remain tied, Hockey Calgary will resolve the final positions. This will be done by scheduling games, where possible, or by resorting to coin toss, at the discretion of Hockey Calgary, after taking into account the number of tied teams and the timing of playoff games.
- e) Playoffs will consist of a double knockout format (i.e. a team must lose twice to be eliminated).
- f) Every attempt will be made to not allow Playoff games to end in a tie. Should the teams be tied at the end of regulation time, a sudden victory overtime period will be played. If a goal is scored during an overtime period the team scoring the goal

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will win the game.

Community 24 Playoffs - Overtime

- a) To commence overtime, each team will place five players (For example, in the first overtime each team is permitted 5 players – this may be 5 skaters and no goaltender or 4 skaters and a goaltender. The goaltender may be replaced by a skater at any time.) on the ice. The teams will not change ends for the overtime period, and the time clock will be set for two minutes. All overtime period will be stop time. Teams may change on the fly at any time.
- b) At the end of each two minute increment, the horn will sound and both teams will remove one player from the ice. This process will continue until each team is reduced to three players on the ice (including the goaltender). Once each team has been reduced to three players (including the goaltender), the clock will be set for a six minute period and play will continue.
- c) If the six-minute period has expired and the game remains tied, a further ten minute period will be played (with 3 players, including the goaltender).
- d) If a game is still tied at the end of the maximum permit time (regulation time plus the overtime as permitted by Hockey Calgary plus any extra time allowed by the arena staff) a subsequent “overtime only” game will be scheduled by Hockey Calgary. In the “overtime game” the teams will begin the overtime format from the beginning (a two minute period playing 5 players on 5 (including the goaltender) as described above) until a goal is scored. The President or Vice President may revise this format prior to the “overtime game” being scheduled.
- e) The face off will occur at center ice at the beginning of each overtime period.

Community 25 Penalties During Playoff Overtime

- a) Penalties incurred in regulation time and not completely served will carry forward into overtime, and will be completed in overtime unless the game is ended.
- b) A “time” penalty call in any of the overtime periods will result in a penalty shot(s) being awarded to the non-offending team for each time penalty called. A “time” penalty is defined as a two minute minor, five minute major penalty and/or a five minute match penalty where a player(s) would make his/her team shorthanded. If a 10 minute misconduct, game misconduct or gross misconduct penalty is called without an associated “time” penalty, the player will either sit in the penalty box (in the case of a 10 minute misconduct) or leave the ice and retire to the dressing room (in the case a Match penalty, Game Misconduct or Gross Misconduct).
- c) If both teams receive a time penalty or penalties on the same stoppage of play then each team will take a penalty shot(s) with the home team shooting first. In the case of multiple penalties being assessed to both teams, a penalty shot will be awarded to the non-offending team for each time penalty called against the



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offending team. The teams will shoot one shot each until all time penalties have been accounted for. If the teams are still tied after all penalty shots have been taken, overtime will continue.

- d) The player who has been fouled will take the penalty shot unless he/she has been injured. If the fouled player is injured or if the referee cannot determine a specific fouled player, any eligible player on the non-offending team may take the penalty shot.
- e) Any player who is ejected from a play-off game is not eligible to participate in the overtime periods of the play-off game or in the “overtime only” game as described in Community Rule 23 above, if required.
- f) The “overtime only” game is considered a continuation of the original play-off game and does not count on its own as a game for the purposes of suspensions served.

Good luck to all in the upcoming playoffs!

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