



GREENWAY AMATEUR HOCKEY ASSOCIATION

Tournament Rules – Round Robin Play

General Information

1. Each team will be guaranteed 4 games.
2. Games will consist of (3) 17 minute stop-time periods for Bantams and Peewees and (3) 15 minute stop-time periods for Squirts.
3. Running time will be implemented if there is a 6 goal differential after the 2nd period.
4. Resurfacing will be between every 2 periods with a 2 minute rest between periods.
5. Teams should be ready and prepared to play 15 minutes prior to their scheduled start time in the event the previous game is running ahead.
6. 5 Minute warm-up period prior to the start of the game – Pucks will be provided
7. Time will stop for injuries and or penalties
8. Penalties will range from 2, 5 or 10 minutes based on the offense
9. One timeout will be awarded to each team per game.
10. First team listed will be considered the Home team and will wear their light colored jerseys

Round Robin

Point system: 3 pts for a Shutout Win, 2 pts for a Win, 1 pt for a Shootout Loss, 0 pts for a Loss

In the event of a tie after regulation, the following procedure will be used:

1. 2 minute rest period followed by a 5 minute sudden death overtime 4 on 4
2. If there is no declared winner at this time you will then participate in a shootout until there is a decided winner the format will work as follows:
 - a. Each team will select three (3) players to shoot.
 - b. The visiting team will take the first shot
 - c. If, after all three (3) players from both teams have completed this procedure, if the tie still has not been broken; the shoot-out will continue until the first unanswered goal.
 - d. Each team having an equal number of chances, alternates shooters. Players will not be allowed to be reused until all the players from the team with the shortest roster have been used.

Round Robin Tie Breakers

1. Head to Head
2. Goal differential
3. Fewest goals allowed
4. Fewest penalty minutes
5. Coin Toss

Medal Round Games

1. 2 minute rest period followed by a 10 minute sudden death overtime 4 on 4
2. If tied after 1st overtime, period another 2 minute rest period is given followed by a 5 minute sudden death overtime 3 on 3
3. If, no winner is declared after the 2nd overtime, repeat #1 & #2 until there is a declared winner

General Rules

Any person involved in a fight before, during, or after a game will be ejected and disqualified from the tournament.

Any game misconduct penalty assessed during a tournament game shall result in:

1. Ejection from the current game.
2. Suspension from the next tournament game and additional suspensions could be assessed based on your District rules

Any player, who drops their gloves or stick during a game or otherwise engages in a fight, will be ejected.

Greenway Amateur Hockey Association



Abusive language or unacceptable conduct will not be tolerated from players, team officials, or fans. If this happens you be will asked to leave the arena property immediately.

