



PRO HOCKEY DEVELOPMENT GROUP

2020 Showdown In The Six RULES



Section One - General Playing Rules

- (a) **3-Minute Warm-up.** Home team will warm up in home area. Away team – away area. However, since the game is 2 periods, teams will start game at opposite ends.
- (b) **Game Length.** All games will be two 20-minute running time periods.
- (c) **Ice Surface.** This tournament will be played on full ice for all divisions.
- (d) **No Face-offs.** Home team starts game from own zone 1st period. Away team starts from own zone 2nd period.
- (e) **No Center Line.** There is no center-ice (red) line, and therefore no icing calls.
- (f) **Blue Line Offsides.** All offside plays at the blue-line will be deemed delayed offside and the referee will call for the offending players to release the puck and exit the zone. Once all the offending players have exited the zone together, they may re-enter the offensive zone.
- (g) **Play Stoppages.** When play is stopped such as goalie controlling puck or goal was scored, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone. Attacking prematurely may result in a penalty assessed to the offending team.
- (h) **Penalty Shots.** There will be penalty shots taken in lieu of penalty kill and power plays. All penalty shots will be taken at the end of the game. (see Section Five for details).
- (i) **Scrums and Non-Contact.** This is a non-contact tournament. To maintain safety, referee will also whistle down scrums at their discretion and award one team the puck.
- (j) **Addressing Referee.** Referee will ask at beginning of game who is Head Coach. Only Head Coach will address referee. Score or penalty shot discrepancy will be determined by referee. Verbal abuse of referees and timekeepers will not be tolerated. Referees are working with new guidelines and trying their best to ensure the safety of everyone

Section Two – Awards & Celebrations

- (k) **Celebrations.** Hugging and close contact will not be tolerated after a goal scored, a good play, or after any game. Stick slapping on ice while practicing physical distancing is allowed. Also, teams must hold their benches after each game to ensure physical distancing.
- (l) **Player of the Game MVP.** Each team will be awarded an MVP for each game. All team MVP awards for 4 guaranteed games will be given to each head coach prior to their first game of the tournament. The coach or team will choose each game MVP on their own.
- (m) **Championship Game Awards.** There will be no indoor award celebrations. Teams will be designated an area outdoors for medal presentations to be conducted by team official(s).

Section Three – Divisions

- (n) **Teams.** Each division is made up of 4 teams only.
- (o) **Rink Pad.** Each division plays on one pad only per day and all of the games per division are played consecutively.
- (p) **Days Played.** Each division plays all of its games over a 2-day period.

Section Four - Teams

- (q) **Players.** A team is comprised of 8 skaters and 1 goalie. Each team will play with 4 players and 1 goalie on the ice.
- (r) **Coaches.** A team is comprised of a maximum of 3 and a minimum of 2 officials. In each case, a team shall have at minimum a trainer plus a head coach on the bench to enforce physical distancing.
- (s) **No Crossing Over.** For safety reasons, team coaches and players cannot play or coach on other teams. The only exception applies to a coach. A coach can be on 2 different benches, but only in their own division.



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Section Five – Additional Safety Measures

- (t) **Safety Protocols and Other Measures.** Every player and team official must follow the safety protocols set out by each arena operator. Before your first game, we expect each team to arrive at least 20 minutes in advance to submit forms. However, players and coaches cannot enter the building until 10-15 minutes before their game time. The group before you must have already vacated the building, before you are escorted in by your safety ambassador.
- (u) **Fully Dressed.** We expect all players to be dressed before entering arena. We recommend wearing skate guards.
- (v) **Colour Coded Zones and Wrist Bands.** Each player and each official of each team within a division will be issued colour coded wrist bands for your 2-day tournament. For example, if your division is in the "Blue Zone" you are only allowed in that area, that rink pad. **KEEP WRIST BANDS ON FOR 2 DAYS AND UNTIL YOU HAVE LEFT THE BUILDING AFTER YOUR VERY LAST GAME OF THE TOURNAMENT ON DAY 2.**
- (w) **Zone Safety Ambassadors.** The role of the safety ambassador is to escort your team into the building and to your Zone. After the game, the safety ambassador will escort your team out of the building. They will assist your division each day.
- (x) **Safety Mask.** All players and team officials shall wear a mask at all times within the building. Players only do not wear masks indoors when they have put on their helmets.

Section Six - Minor Penalties & Penalty Shots

- (y) **Penalty Shot.** All penalties (unless coincidental) will result in a penalty shot award.
- (z) **Automatic Ejection.** Any player having been assessed three (3) minor penalties in the same game will be automatically ejected from that game.
- (aa) **NO BODY CHECKING ALL AGE GROUPS.** Two (2) body checking penalties in the same game will result in the immediate ejection from that game plus a further game misconduct. The offended team will gain 3 penalty shots for each penalty.
- (bb) **Delayed Penalty.** If there is a delayed penalty and the offended team scores, the penalty is still recorded to the timekeeper.
- (cc) **All penalty shots will be taken at the end of the game.** Penalty shots will only be taken if they impact the outcome of that particular game for a win or tie. Home team shoots first and takes all of their shots awarded in succession. They will only take as many shots as needed to impact the outcome of the game. Afterwards, Away team only shoots as many shots as needed to impact the outcome of the game. ***** **A PENALTY SHOOTER CANNOT SHOOT MORE THAN ONCE.** *****

Section Seven- Major Penalties

- (dd) **Major penalties...** will result in the immediate ejection of the offending player(s) from the game or tournament.
- (ee) **Fighting...** will result in the penalized player(s) being expelled from the game or tournament.

Section Eight - Playoff Penalty Shots & Shootout Round(s)

- (ff) **Penalty Shots During Playoff Game.** In the event a penalty is called during the game, a penalty shot will be taken when the infraction is called. **CLOCKED WILL BE STOPPED.**
- (gg) **Best Of 3 Shootout.** If tied after 20-minute playoff game, each team picks their first 3 shooters. These 3 shooters may include any player that was awarded a penalty shot during the game. If still tied after 3 shooters, the first team to win the 1-on-1 shoot out wins game. **In the Shootout Round(s) each player shoots before any one player can shoot twice.**



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Section Eight - Round Robin Tie Breaking Procedure

In the event of a tie between 2 or more teams at the conclusion of Round Robin, the following tie breaking procedures are used to determine playoff seeding.

1. **HEAD-TO-HEAD.** The winner of the round robin game between tied teams gains the higher position.
2. **MOST WINS.** If still tied, the team with the most wins in the Round Robin gains the higher position.
3. **BEST GOAL QUOTIENT.** If still tied, then the team with the best goal quotient (higher number) in the Round Robin gains the higher position.

DETERMINING GOAL QUOTIENT

Total "goals for" / (Total "goals for" + Total "goals against")

Example... "For" = 10 goals. "Against" = 4 goals. Ratio = $10/(10+4) = .714$.

Higher Percentage Number, Gains Higher Position

DETERMINING GOAL DIFFERENTIAL

Goal Differential is maxed out at 6 goals for tie-breakers.

Example... For tie breaking purposes only, an 8-1 win is formulated as a 7-1 win.

4. **FEWEST GOALS AGAINST.** If still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.
5. **MOST GOALS FOR.** If teams still tied, the team with the most goals for (all round robin games played) will gain the highest position.
6. **1ST GOAL SCORED HEAD-TO-HEAD.** If still tied, the team which scored the first goal in the game between the tied teams (if applicable) gains the higher position.
7. **COIN TOSS.** If still tied, a coin toss will determine which team gains the higher seed.