



Canadian Tire WickFest (Calgary 2024)

Rules and Regulations

- 1.) All games will be conducted in accordance with Hockey Calgary rules and regulations.
- 2.) Teams will be allowed five (5) team officials. Teams may designate up to 2 goaltenders and will be permitted to have up to 17 skaters. Teams with 1 designated goaltender can have a maximum roster of 18 and teams with two designated goaltenders may have a roster up to 19 in the designated bench area during the game. All teams must have a minimum of ten (10) players including the goalie. The Festival Director may waive this minimum player rule upon approval. The exception is AAA Midget who are permitted up to twenty (20) players.
- 3.) The only players eligible to play in the Festival are those listed on the Roster submitted by the team
 - (a) prior to commencement of the Festival. Except for Affiliate players, as defined by GHC, no additional players are permitted without the approval of the Festival Director.
 - (b) please submit the names of affiliate players and the associated permissions from your local Minor Hockey authority to the Festival Registration Desk, prior to the use of those players
- 4.) Each team will play a Round Robin format within their Division. The top teams will advance to Championship Games as outlined below:
 - (a) Divisions with 4 teams will play in a 4 game single round robin (teams will play one team twice). The top 2 teams will advance to the Championship game.
 - (b) Divisions with 5 teams will play in a 4 game single round robin format. After the round robin series the top 2 teams in the divisional standings will advance to the Championship game.
- 5.) There will be no overtime periods in the event of a tie for the Round Robin games. Team standings in the round robin will be determined as follows: 2 points for a win, 1 point for a tie, 0 points for a loss.

TEAMS MAY NOT GO ONTO THE ICE UNTIL REFEREES ARE PRESENT AND THE ZAMBONI DOOR IS CLOSED!



Tie Break Rules (Hockey Alberta)

Two or more teams tied

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the final games are played. In the event that teams are tied for a playoff position, the following procedure will apply:

1.) If two teams are tied:

- 1.1) The team with the most wins in the round robin gains the higher position.
- 1.2) The winner of the round robin game between the two tied teams gains the higher position.
- 1.3) If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:
 - Total number of goals for divided by the total number of goals for and against.
 - NOTE: All round robin games are included.
 - Example: For = 10 Goals Against = 4 goals
 - Percentage 10
 - $10 \div 4 = .714$
 - NOTE: The higher percentage gains the higher position
- 1.4) If the two teams are still tied after 1.1, 1.2, and 1.3 have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position. 1.5) If the two teams are still tied after 1.1, 1.2, 1.3, and 1.4 have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.
- 1.5) If the two teams are still tied after 1.1, 1.2, 1.3 1.4, and 1.5 have been applied, a single coin toss will determine which team gains the higher position.

If three (3) teams or more are tied, the point record established in the games AMONG THE TIED TEAMS ONLY will be used as the first tie breaking formula in deciding which team(s) will advance.



6.) Championship Games in the event of a tie after the Third Period

- (a) A shootout will determine Championship games as follows:
- i. Three (3) different players will be named at the end of the third period and the list submitted to the referee who will submit to the scorekeeper.
 - ii. Three (3) players will be used. Each player for both teams will shoot upon direction from the Referee. The Visiting Team will shoot first, then the Home Team until all (3) players have gone. The team with the most goals after each team has completed their shots will be declared the winner.
 - iii. If there is no winner after the first players from each team shoot, then a sudden victory shootout will occur. In the sudden victory shoot out any eligible rostered player that is dressed can shoot (excluding goaltenders). Players can only shoot one time per round. (The remainder of the entire bench (excluding the three who shot in the previous shoot out) has to have shot in the sudden victory round before beginning at the first player again. The sudden victory shootout will be repeated until a winner is determined.
 - iv. All players are eligible to participate in the shoot out unless they are serving a 10 minute misconduct or have been assessed a game misconduct, gross misconduct or match penalty.

7.) For the U9 and Atom U11 Divisions equal ice time will be given to each player regardless of playing ability.

8.) Each team will be allowed a Three (3) minute warm-up period prior to each game and a one minute break between periods. There will be no ice scrapes between periods. There will be a 1 min break in-between periods. Teams who fail to line up at center ice after the one-minute break may be assessed a delay of game penalty.



9.) Length of Games (as per Hockey Calgary Playing Rules)

GAME FORMAT	
GAME LENGTH	PERIOD LENGTH
1 hour permit	12, 15 & 15 minute stop time periods
1 ¼ hour permit	15, 15 & 15 minute stop time periods
1 ½ hour permit	15, 15 & 20 minute stop time periods
1 ¾ hour permit	15, 20 & 20 minute stop time periods
2 hour (or more) permit	20, 20 & 20 minute stop time periods* *Flood between 2nd & 3rd

NOTE: There will be a three (3) minute warmup before each game

- a) All games are stop time with no floods between each period
- b) No time outs permitted.
- c) There will be a 3-minute warm up before each game.
- d) For games of 1 hour and 1 1/4 hour duration, players will not leave the ice between periods.
- e) No game will exceed the permit time. If undue delays occur for any reason and the game cannot be completed within the permit time, the following procedure will be followed:
 - At the first stoppage of play after time reaches 5 minutes left on the permit, the timekeeper will notify the referee.
 - At this stoppage of play the clock will be reset to 2 minutes and the remainder of the game will be completed with stop time.



10.) At the conclusion of each game, and after the handshake, each team will line up on their respective blue lines for award presentations. For safety reasons helmets and gloves are not to be removed by the players.

- Esso Medals for the “Most Driven” will be provided to each team to be awarded to their team. Coaches select their own players and advise on-ice officials.

11.) If for any reason beyond our control, games are not played, there will absolutely be no refunds.

12.) If a game is not played due to an “Act of God”, it will be considered a 1 i 1 tie.

13.) CHA approved facemasks, helmets and BNQ approved throat protectors are mandatory. All players including backup goaltenders must wear full equipment in warm up periods preceding each game and while on the bench.

Mandatory equipment exceptions: If your Association/National Federation does not have a mandatory rule for mouth guards or neck guards, they do not need to be worn in this Festival. If they are mandatory in your Association/National Federation, they will be considered mandatory equipment for this event.

Three Penalty Rule

Any player who incurs any combination of **three (3)** penalties in a single game shall be immediately ejected from the game.

16. **All Major or Match penalties** as well as game misconducts will be adhered to as per Hockey Alberta, GHC and Hockey Canada rules and regulations.

17. There will be **zero tolerance** for abuse of officials. If you have a complaint about an official, your complaint must be filed in writing to the Festival Director. Information must include the official’s registration number as well as the circumstances of the complaint.

18. Where there is sweater colour conflict, the **home team** will change colours. All teams are expected to carry two sets of jerseys. **Home team wears dark jersey, visiting team wears light jersey.**

19. Teams need to be ready to play at least 10 minutes prior to your game time. Games may start early.



20. Teams are expected to leave their assigned dressing room in a clean and safe condition. Report unclean or unsafe conditions prior to occupying the dressing room. Dressing rooms will be assigned. Teams are responsible for the security of their dressing rooms and a padlock should be brought to secure the door.

21. Protests must be submitted in writing within 30 minutes after the end of the game accompanied by a \$50 non refundable deposit. Please submit the protest at the Festival Information desk with the Festival Director. The Festival Director will make a ruling as soon as reasonably possible.

The Festival Director's decision is final, **no further appeals will be accepted.**

23. Teams **MUST** play in all games assigned to them during the Festival, including the scheduled FINALS. No schedule accommodations (such as early departure or a round robin standing in place of a final) will be made. If a team chooses to depart prior to the start/end of the final for their division, it will be considered a forfeit. The next place team will be offered the opportunity to play in the medal-final in the place of a forfeited team. Medals will only be awarded to the two teams playing in the scheduled final.