



Canadian Tire WickFest Rules & Regulations

(Updated Jan 1, 2025)

(Subject to change. If changes are made, an updated Rules and Regulations document will be distributed to teams)

1. General

Unless otherwise stated in these rules, all games will be conducted in accordance with Hockey Canada, BC Hockey, and PCAHA rules.

PCAHA teams must provide their permission numbers in advance of the tournament. All other teams must provide a letter from their League and/or Association President granting them permission to enter the tournament.

Team officials shall report to the Tournament front desk 45 minutes before scheduled game times and are responsible to verify the accuracy of game times and player information contained on the game sheets and/or HiSport.

2. Rosters

The only players eligible to play in the Tournament are those listed on the Official Roster submitted by the team prior to commencement of the Tournament. Except for Affiliate players, as defined by PCAHA, no additional players are permitted without the approval of the Tournament Director. Please submit the names of Affiliate players to the Tournament Registration Desk, prior to the use of those players. Over-aged players, honoured by their current Associations, will be permitted.

Each team's roster shall include a minimum of 10 players and a maximum of 19 players. The minimum or maximum rule may be waived on application to the tournament committee.

The team roster shall include the player's full name (not initials), Hockey Canada Registry number or equivalent, jersey number, birth date. Full names of all team officials shall also be required.

The roster may include eligible affiliated players from lower ranked divisions who are also participating in the tournament.

In order to play in a game, a team shall have at least 6 players dressed, or the game will be



forfeited, and the opposing team awarded the two points and a win.

A maximum of 5 eligible team officials will be allowed in the designated bench area.

For the U11 Divisions equal ice time will be given to each player regardless of playing ability.

3. Tournament Format

All teams will play in either one of a “4-team” or “5-team” format. The 2 teams having the most points after the round-robin will play in the Gold medal game

In both formats, each team will play 4 round robin games. In the 4-team format, teams will play all other teams once and one team a second time. In the 5-team format, each team will play the other teams one time.

4. Points and Standings

For the purpose of determining standing in all WickFest round robin play, two (2) points will be given for a win, one (1) for a tie, and zero (0) points for a loss. The place each team ranks in the standings will be determined by their total points. If two or more teams have the same total points, their rank in the standings will be determined by the following tie breaking procedure.

4.1 Tie Breaking Procedure

In the event that teams are tied for a playoff position after a round robin series is completed, the following procedure shall be utilized to determine the placing of the tied teams:

1. If two (2) teams are tied:
 - a. The winner of the round robin game between those two (2) teams will receive the higher placing.
2. If three (3) or more teams are tied:
 - a. Teams will be ranked based on the number of points earned in games between the tied teams only.
 - b. Any ties remaining after the application of the step will have the subsequent steps of the policy applied.
 - c. Teams who are no longer tied after the application of Step B will receive their placing and not advance to subsequent steps within the procedure.
3. If any teams remain tied after (1) and (2) have been applied, then the team with them most wins in the round robin series (note that this includes all games in the round robin series and is not limited to games between the tied teams only) will receive the higher placing, and so on.



- a. Any ties remaining after the application of the step will have the subsequent steps of the policy applied.
 - b. Teams who are no longer tied after the application of Step A will receive their placing and not advance to subsequent steps within the procedure.
4. If any teams remain tied after (i), (ii) and (iii) have been applied, then the team with the best goal average in games between the tied teams will receive the higher placing, and so on.
5. The goal average of the teams is to be determined by dividing the total number of goals for and against into the total number of goals for, with the team having the highest percentage will be awarded the higher position.
 - a. Any ties remaining after the application of the step will have the subsequent steps of the policy applied.
 - b. Teams who are no longer tied after the application of Step A will receive their placing and not advance to subsequent steps within the procedure.
6. If any teams remain tied after (i), (ii), (iii) and (iv) have been applied, then the team with the best goal average in the round robin series (note that this includes all games in the round robin series and is not limited to games between the tied teams only) will receive the higher placing, and so on. The goal average of a team is to be determined by dividing the total number of goals for and against into the total number of goals for, with the team having the highest percentage will be awarded the higher position. (Example: Goals for 10, goals against 4; percentage is $10/14 = .714$). In determining the goal average, the maximum goal differential that may be applied in any single game shall be seven (7).
 - a. Any ties remaining after the application of the step will have the subsequent steps of the policy applied.
 - b. Teams who are no longer tied after the application of Step A will receive their placing and not advance to subsequent steps within the procedure.
7. If any teams remain tied after (i), (ii), (iii), (iv) and (v) the team that received the least minutes in penalties in the round robin games between the tied teams will receive the higher placing, and so on.
 - a. Any ties remaining after the application of the step will have the subsequent steps of the policy applied.
 - b. Teams who are no longer tied after the application of Step A will receive their placing and not advance to subsequent steps within the procedure.
8. If teams are still tied after all previous methods have been applied, then the winner of the playoff position will be decided by the toss of a coin.



5. Deterring Blow Outs

There is no limit on the number of goals a single player can score in any game. In order to deter teams from running up the score; the maximum goal differential that shall be recorded, or included in score differentials in the case of a tie-break, in a single game is +7 or -7.

6. Length of Games

All games will be 75 minutes in length. At the start of the ice time teams will have a 3-minute warm up which will be timed by the score clock.

- 1st period will be 15 minutes stopped time with a 1-minute intermission
- 2nd period will be 15 minutes stopped time with a 1-minute intermission
- 3rd period will be 15 minutes stopped time as long as the referee believes that the period will be completed by the end of the 75 minutes set aside to play the game. If the referee believes a 15-minute third period of a round robin game cannot be completed by the end of the 75 minutes set aside to play the game, the referee will determine the length of the third period. The third period of all gold-medal games will be 15 minutes. Regardless of the length of the third period, the time will be stopped at each whistle.

Please note that teams who fail to line up at center ice promptly after the one-minute break may be assessed a delay of game penalty.

Per PCAHA rules, no time outs will be permitted in ANY game in the tournament.

7. Overtime and Shoot Out

If the score is tied at the end of the third period of a Championship Game, a shoot-out will be held in the following manner:

- 1) Each team will select 3 of its own players to shoot on the opposing team's goalie. Penalty shot rules will apply. This selection will be completed immediately following the completion of the third period.
- 2) The designated home team has the choice to shoot 1st or 2nd. Teams will then alternate shots until each team's three players have shot. The team with the most goals after all 3 players have shot will be declared the winner.
- 3) If all 3 players from each team have shot and no winner has been determined, the teams will continue to select players one at a time to continue the shoot-out in a sudden victory format.
- 4) A player cannot shoot again until one team has gone through its entire roster of dressed skaters. The process of player selection then repeats itself, one player at a time for each team. The team that has not used its entire roster has the option of continuing to use players that have not shot or re-starting with all players available.



8. Jerseys and Dressing Rooms

Home teams will wear “dark” or “solid” coloured jerseys.

Visiting teams will wear “white” or “light” coloured jerseys.

In the case of a conflict that can't be resolved between the teams themselves, the designated “Home” team will be responsible to change jerseys.

Teams shall use their assigned dressing room and are solely responsible for the security of the room and the personal contents within. Teams are to provide their own locks. Report unclean or unsafe conditions prior to occupying the dressing room.

Dressing rooms must be vacated within 30 minutes following the conclusion of the game. Team officials will ensure their assigned dressing room is left clean after their game.

9. Incomplete Games

If a game has not commenced but cannot be played due to a power outage or other unforeseen circumstances it will be considered a 1-1 tie.

If a game has been commenced but cannot be completed due to a power outage or other unforeseen circumstances the final score will be the score at the time of the interruption.

If for any reason beyond the control of the Tournament Director, games cannot be played; there will be absolutely no refunds.

Teams **MUST** play in all games assigned to them during the tournament, 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.

10. Awards

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.

At the conclusion of each game, teams will choose a player from their own team to be awarded the Esso “Most Driven” Medal.



Champions and Finalists medals will be given out following Championship Games in each Division.

11. Penalties and Protests

Any player or team official assessed a match penalty, gross misconduct penalty, or two game misconduct penalties will be suspended for the remainder of the Tournament. All PCAHA and BC Hockey suspension rules will also apply.

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 Tournament Director. Information must include the official's PCAHA registration number as well as the circumstances of the complaint.

All protests must be in writing, accompanied with a non-refundable fee of \$50.00 and must be filed with the Tournament Director immediately following the game being protested.

The Tournament Director will rule on the protest and a decision will be rendered as soon as reasonably possible. The Director's decision will be final.

11.1 Three Penalty Maximum

Any player incurring three on-ice penalties shall be ejected from the game, notwithstanding game misconduct penalties that may be assessed for Major or Match penalties.

For the purpose of this rule, both minor and misconduct penalties shall count towards the total. Double minor penalties shall count for 1 occasion per Hockey Canada rules.

12. Spectator Conduct

To support Fair Play at Canadian Tire WickFest, the organizers have empowered members of our Organizing Committee and Surrey Falcons Executives to help remind parents and coaches of their obligations to reflect only positive messages. Parents who are acting contrary to this expectation may be assessed any of the following penalties depending on the severity of their actions:

1. A warning to the individual to move to away from abusive actions
2. An ejection from the arena for the balance of the game
3. An ejection from the arena(s) for the balance of the tournament (at the discretion of the tournament director)

Failure to comply with a game or tournament ejection may result in the referee assessing the team "delay of game" penalties and/or the team/association being barred from future participation in Wickfest events.



13. Equipment

CHA approved facemasks, helmets and BNQ approved throat protectors are mandatory. All players including back-up goaltenders must wear full equipment in warm-up periods preceding each game and while on the bench. Please note that players who are injured or otherwise not playing but are on the bench for games must wear protective equipment noted above.

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 tournament. If they are mandatory in your Association/National Federation, they will be considered mandatory equipment for this event.