



43rd Annual Bauer Monctonian “AAA” Challenge Rules

1. Teams shall register at the Greenfoot Energy 4-Plex on Russ Howard Drive, at least one-hour prior to their first game.
2. All players and team officials will receive identification, which will entitle the bearer admission to the arena.
3. Major U18 Division – Twenty-four teams in six divisions. Top team in each division, plus four wildcards will advance to the playoffs. The top six teams overall receive a bye in the first round of playoffs. In the event of a tie, Rule 14 shall apply.
4. Major U16 Division – Fourteen teams in four divisions. The top team in divisions A and B will advance to the playoffs. With the three-team divisions (C & D), the top team in each division will advance to the playoffs, as long as the team has at least two points. If a three-team division winner does not have at least two points, the highest-seeded second place team will qualify for the playoffs and will be seeded fourth. In the event of a tie, Rule 14 shall apply.
5. Major U15 Division – Twenty-four teams in six divisions. Top team in each division, plus four wildcards will advance to the playoffs. In the event of a tie, Rule 14 shall apply.
6. Preliminary games will be two fifteen and one twenty minute stop time periods, with a flood before each game and following the second period.

If the game is tied following regulation, there will be a five-minute overtime period, which will be three on three sudden victory. If the game is tied following overtime, the game will go to a shootout.

Points will be awarded to teams as follows:

- Regulation Time Win: 3 points
- Overtime or Shootout Win = 2 points
- Overtime or Shootout Loss = 1 point

7. There shall be a FIVE MINUTE warm up prior to each game, and a TWO MINUTE break between periods.
8. During round robin, playoffs and championship games, should a FIVE GOAL spread exist at the end of the second period, or anytime during the third period, the clock shall revert to straight time for the remainder of the game.

9. Playoff games shall be two fifteen and one twenty minute stop time periods. Overtime, if required, will consist of a ten minute period. Overtime will be played three on three, with sudden victory determining the winning team. If the game is tied following overtime, the game will go to a shootout. In all playoff games, including overtime, the ice shall be resurfaced every second period.

10. Major U18 Championship Game - shall be twenty minute stop time periods, with floods between each period. Overtime, if required, will consist of a ten minute period. Overtime will be played three on three, with sudden victory determining the winning team. If the game is tied following overtime, the game will go to a shootout.

11. Major U16 and Major U15 Championship Games - shall be two fifteen and one twenty minute stop time periods, with a flood after the second period. Overtime, if required, will consist of a ten minute period. Overtime will be played three on three, with sudden victory determining the winning team. If the game is tied following overtime, the game will go to a shootout.

12. Overtime / Shootout: Overtime will be played three on three with sudden victory determining the winning team. If still tied following the overtime period, a shootout will take place:

(a) Three different shooters from each team will take alternate shots, until a decisive goal is scored.

(b) If the teams are still tied following three shots per team, the shootout will continue with a tie-break shootout with one player of each team until a winner is determined. Only new players can take the tie-break shots, until all players on the game sheet have participated.

13. Hockey New Brunswick rules and regulations shall apply throughout with the following exceptions:

(a) Match Penalty – Out for the remainder of the tournament.

(b) Fighting Major – Minor Hockey rules apply for the first offence. A second offence, the player will be suspended for the remainder of the tournament.

(c) Protests – No protests will be allowed during the tournament.

(d) Decisions of the tournament committee shall be final.

14. Tie Breaking Formula:

For All Divisions

Teams Advancing in the Division - In the event of a tie within a division at the conclusion of round robin play, the team advancing shall be determined by applying the following procedure in descending order.

If two teams are tied in points:

a) The winner of the round robin game between the tied teams advances.

b) Most wins in the round robin.

c) Best goal average. **See note below on Goal Average.**

d) Fewest goals against (**all round robin games**).

e) First goal scored in the **game between the tied teams**.

f) Least penalized team, all games. **See note below on Penalties.**

g) A coin toss will determine which team advances.

If three or more teams are tied in points.

- a) Most wins **in games among the tied teams.**
- b) Best goal average (**all round robin games**). **See note below on Goal Average.**
- c) Fewest goals against (**all round robin games**).
- d) Least penalized team, all games. **See note below on Penalties.**
- e) The team which scored the earliest goal in the games involving the tied teams.
- f) A coin toss will determine which team will advance.

Teams Advancing as a Wildcard and Seeding

At the conclusion of round robin play, the teams advancing as wildcards shall be determined by applying the following procedure in descending order. Seeding of wildcard teams will also be determined by the same procedure.

NOTE: Each tiebreaker will be used to determine one or more of the wildcards. The wildcard tiebreaker will continue to determine the remaining wildcard teams. At no time will we go back to the Division tiebreakers.

- a) Most points.
- b) Most wins.
- c) Best goal average (**all round robin games**). **See note below on Goal Average.**
- d) Fewest goals against (**all round robin games**).
- e) Least penalized team, all games. **See note below on Penalties.**
- f) First goal in round robin play.

Seeding of Division Winners

At the conclusion of round robin play, the division winners will be seeded for the playoffs by applying the following procedure in descending order.

- a) Most points.
- b) Most wins.
- c) Best goal average (**all round robin games**). **See note below on Goal Average.**
- d) Fewest goals against (**all round robin games**).
- e) Least penalized team, all games. **See note below on Penalties.**
- f) First goal in round robin play.

Notes:

Goal Average

Total number of goals for divided by the total number of goals for and against.

- All preliminary round games are included.
- When recording the goals for the winning team, a maximum differential of +7 will be recognized per game.

Penalties:

Misconduct = ten minutes

Game misconduct and Match = twenty minutes

15. One time out per team, per game.

16. Home team to wear white sweaters.

17. In all playoff games, the top seeded team shall be the home team.

Inquiries: All inquiries to be directed to the Tournament chairperson.